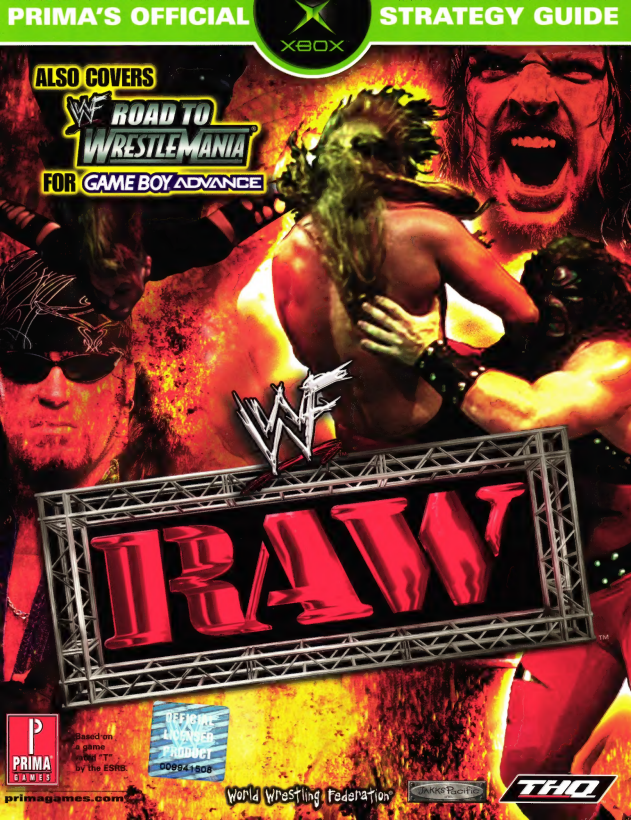




ALSO COVERS

**WWE ROAD TO  
WRESTLEMANIA**

FOR GAME BOY ADVANCE



**RAW**



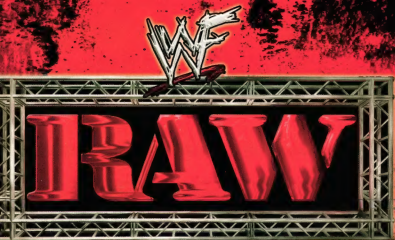
Based on  
a game  
rated "T"  
by the ESRB.



World Wrestling Federation







## Prima's Official Strategy Guide

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**Prima Games**  
**A Division of Random House, Inc.**

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ISBN: 0-7615-3769-3  
Library of Congress Catalog Card Number: 2001-098509  
Printed in the United States of America

02 03 04 05 10 9 8 7 6 5 4 3 2 1

Rockwell Edgewood

The authors would like to thank the following people for their help and support throughout the writing of this guide. Thanks to Jennifer Crotteau for the opportunity to write "Raw" and to Kirk Sordani at THQ for all the great information he provided to us.

To Prince, Martel, and Malik Johnson, three of the

biggest "f" fans around and the main reason I pushed so hard for this title, Uncle Debra sends his love!

Debra would like to personally acknowledge Megan Murphy, who is probably the greatest fan of "f" of all time. Finally Debra would like to acknowledge Erin Austin. Congratulations on all your accomplishments Erin, and good luck to you.


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# RAW® BASICS



















## Welcome to the

So you're ready to go for the big time, eh? You think you're tough enough to take on the strongest Superstars in the world? Maybe you even think you're ready to win the  Championship. Then you've got your work cut out for you, chief. Before you slap on some tights and go running into the ring, learn the moves that'll keep you on your feet. There are two kinds of contenders out there: those who know what they're doing, and those in full-body casts.










## Basic Controls

Here is a list of the basic controls used in a match. Note that many buttons serve multiple purposes depending on the situation. For instance,  is used to taunt, but when standing next to an item,  is used to pick up the item. It can also be used to exit the ring when standing near the ropes, or even to pin an opponent. It's important to learn what each button does in each situation, or you may end up being very surprised when your Superstar does something totally unexpected.

### In The Ring









Action	Button(s)
Control Superstar	 / 
Run (double-tap and hold down)	 / 
Grapple	
Striking Attack	
Block	
Taunt	
Counter Attack	 + 
Pin (opponent on mat)	
Pick up weapon	
Change Target	 / 
Targeting On/Off	 + 
Dodge Attack (while on the mat)	 + 

### Turnbuckle/Ropes

Action	Button(s)
Attack off rope/turnbuckle toward rope/turnbuckle	 + 
Climb up/down turnbuckle	 + 
Turnbuckle attacks	 or 
Turnbuckle taunt	
Enter/exit ring towards rope	 + 

### Grapple Moves


(press  to grapple)

Action	Button(s)
Throwing grapple attacks	 + 
Striking grapple attacks	 + 
Change position	
Release grapple	
Irish Whip to ropes	 + 

### Counter Grapple Moves (while being held in a grapple)

Action	Button(s)
Escape throwing attack	
Escape striking attack	
Reverse attack	Press same button command as opponent

### Running Moves (double-tap to run)

Action	Button(s)
Running grapple	
Running strike	
Roll into/out of ring	Run toward ropes and hold 





## Opponent on Mat

Action	Button(s)
Force opponent to feet	△
Pin opponent	○
Striking attacks	△/○+△
Submission holds	○+△

## Standing on Apron

Action	Button(s)
Grapple attack toward opponent	○+△
Striking attack toward opponent	○+△
Jump over ropes toward ropes	○+△
Run on apron	Double-tap and hold ○

## Weapon Attacks

Action	Button(s)
Pick up weapon	○
Attack with weapon	○+△
Running weapon attack	Double-tap and hold ○+△
Drop weapon	▽
Throw weapon	△

## Finishing Move (groggy opponent + flashing voltage meter)

Action	Button(s)
Finishing move	△++



## Match Types

There are several types of matches to challenge. Each is a little different and requires an adjustment in your strategy. Here's a peek at what you're in for.

### Single

Go up against a CPU opponent or a friend in a Single Match. Choose to have CPU- or player-controlled managers, then select your Superstars! This is the usual format. Two Superstars square off against each other in the ring to see who's best. These matches are pretty simple, but the challenge depends on

the ability of your opponent and whoever may interfere in the match. The 1 vs. 1 format is used for all title matches.

### 2 vs. 2 Tag Team

Pit two Tag Teams against each other in a No-Holds-Barred Tag Team Match! Each tag team can have a manager watching from ringside. Tag Team Matches allow you to swap out Superstars during the match, and Tag Team partners can assist each other in desperate situations. This tends to lengthen the match considerably, because it's much harder to wear down and pin an opponent.

### 2 vs. 2 Tornado

In a normal Tag Team Match, each partner must stay on the apron until tagged into the ring. In a Tornado Match, this rule is thrown away, allowing each team member full access to the ring at all times. Managers are not allowed to accompany Superstars to the ring before a Tornado Match. The key to this type of match is to know what your partner is doing at all times. Though you may be controlling one side of the ring, your partner may be getting his/her butt kicked on the other side. It's up to you to make the quick saves that make the difference between victory and defeat.

### Triple-Threat™

Take on two opponents with every man for himself. You only have to disqualify one opponent to win, but with the other Superstar in the ring, it's a risky proposition! Getting in clean hits is tough in this type of match. Make quick moves and try to keep at least one of your opponents on the mat or out of the ring. Getting a pin usually requires that you knock down both of the other Superstars and make your move fast.

### Fatal Four-Way™

Go up against three other Superstars in a Fatal Four-Way™ match! Just like in a Triple-Threat™, you only need to eliminate one opponent for the victory. This is even trickier than the Triple-Threat™. The Superstars tend to split into two groups, and it's easy to lose track of what's happening nearby. Just be sure that if the ref starts to count someone out, you react fast and interrupt that pin.

### Battle Royal

Participate in an all-out brawl against three other opponents, all trying to be the last man standing. Eliminate all the other opponents to win! As long as you don't draw everyone's attention, this isn't too tough. Let them beat each other and then finish them all off. If you do get unwanted attention, do your best to encourage your opponents to pick on each other again.

### 2 vs. 1 Handicap

Are you tough enough to take on two Superstars at one time? Find out in a 2 vs. 1 Handicap match. If you're too weak, you might want to switch to the teammate's side before entering the ring. It's tricky, but it can be won. Split up your opponents and keep one on the ground as much as possible. This takes a lot of timing and trickery to achieve, and sometimes a count-out is your best option for a victory.

### 3 vs. 1 Handicap

If you can win a 3 vs. 1 Handicap match, then you can't be stopped. Fighting three WWF Superstars at one time is a scary thought. Do your best to pick them off one at a time. Make it easier on yourself and set the game to Hardcore, and then grab a chair and lay waste to your opponents. The competition may be tough, but they can't shrug off a metal chair.



## Competing for Different Titles

There are several title fights you can take on. In each fight, you face off against a series of opponents as you try to earn the right to go up against the current champion. Beat the champion, and the title is yours. You may unlock a few secrets, too.

### WWF Champ

This is the big one, the title every WWF Superstar is out to get. It's also the most challenging of all of the title matches. You'll have to battle your way through 12 tough opponents to earn the title.

### Intercontinental Title

It may not be the most sought-after title in the WWF, but there have been some extremely talented Superstars that have held this championship since its introduction. You must defeat 10 opponents to gain the title of Intercontinental Champion.



### European Title

Every rising star should go for the European belt. It's often the first step on a Superstar's rise to fame. Push your way through eight opponents to claim the title.

### Hardcore Title

For the street fighter in all of us, there's the Hardcore title. Are you dirty enough to take the title when the rules don't apply? Fight your way through eight challengers to prove you're truly hardcore.

### Light-Heavyweight Title

Not all Superstars are created equal. This is a championship for the little guys, who though small in stature are still big on excitement. You'll only have to fight six challengers in order to win the Light-Heavyweight title.

### Women's Title

The women of the **W** have been growing in popularity and stature every year. Can you take your favorite woman to the top, or maybe even claim the title with your favorite male Superstar? Defeat three of the toughest women you've ever seen to earn the coveted title.

## Basic Strategy

When you look at the game from its most basic standpoint, you can either strike or grapple with your opponents to wear them out. While striking your opponents is an easy way to keep a Superstar off-balance, you must grapple to win.



Striking can be a simple punch, hitting an opponent while charging, jumping off of a turnbuckle, bashing your opponent with a chair, or even flipping over ropes. Strikes are best for quickly knocking an opponent down, stopping a grapple or stunning your opponent. However, they're also easy to block or counter.



Grapples are the true power moves. When you have an opponent in a grapple, you can toss him/her around the ring and generally do some serious damage to your opponent's stamina. Also, because there's a wide variety of grapples, the crowd won't get bored as quickly, and the voltage meter will turn in your favor faster. Grapples can be countered, but not as easily, and there's a smaller chance that the counter will cause damage to your Superstar.

## Counterattacks

Counterattacks are an easy way to ensure victory. If you can learn the proper timing and put them to use, your opponents will have a tough time causing damage to your Superstar.



Striking attacks can be blocked or counterattacked. Blocking is simple. Just press and hold **□**, and your Superstar will absorb any hits from a striking attack. The problem is that blocking doesn't stop grapples, so you're leaving yourself open to a grapple if you hold the block for too long. Counter a strike by pressing **□** and **△** at the same time. You must press the buttons as your opponent begins the attack. If you time it right, your Superstar will interrupt the opponent with an attack of his/her own. Work on getting the timing down. Once you do, you'll be able to manhandle your opponents in the ring.



Countering a grapple move is a bit different. All you have to do is enter the same button command as the person attacking you. So, right after your opponent grabs you, press **□**, **△**, or **○**, and you can press any direction on the directional pad. If you hit the same button your opponent is using, you'll push out of the grapple. If you match your opponent's move exactly (button and directional pad), you'll push out of the move and stun your opponent for a second, or you may even reverse the move and punish your opponent.

Always try to block or counter your opponent's attacks. These counterattacks let you control the rhythm of a match and will lead to victory in the

end. In tougher matches, they're almost essential. Your opponents will be using them on you, so take the time to master this side of the game.

## Voltage Meter, Taunting and Finishing Moves



The Voltage Meter keeps track of the crowd's reaction to what's going on in the ring. Every Superstar inside or outside of the ring will have a bar on the Voltage Meter. As a Superstar impresses the crowd, his/her portion of the Voltage Meter grows while everyone else's portion shrinks. If that Superstar's section gets large enough, it will begin to flash. At that time, the Superstar can perform a finishing move on any stunned opponents who are standing.

Keeping the Voltage Meter in your favor is key to victory. Your portion of the meter will increase if you use a wide variety of attacks and keep your opponent from knocking your Superstar around. However, you must keep the crowd happy, so you can't just sit back and punch your opponent until the meter is in your favor. Repetitive use of a single move may actually turn the crowd against you, and your opponent's section of the Voltage Meter will increase.



If you're controlling the match by landing several attacks on your opponent, taunt your opponent to help sway the crowd and increase your portion of the Voltage Meter. While taunting, you are open to attack, but you can cancel a taunt whenever you wish by simply moving in any direction or attacking. How much the crowd is swayed depends on your actions. If you're really kicking butt, the tide may be totally changed by a taunt. If your opponent has been doing most of the attacking, your taunting may have no effect at all.

When the Voltage Meter is in your favor, go for a finishing move. First, stun your opponent. You can either do this by striking the opponent, or picking up the



opponent off the mat after a grappling move. You can tell if your opponent is stunned by a strike because the screen blurs for a second. Stunned opponents then stand still and wobble a bit. Quickly grapple your opponent and press **△** and **○** together to perform a finishing move. These moves can be done from the front or the back, so mix it up a bit for fun and variety. Although finishing moves are extremely strong, they don't guarantee a pin. It may take several finishing moves to wear your opponent down enough to where he/she can be pinned.

## Winning the Match

Every Superstar has a stamina bar, which appears on screen around the Superstar's feet. When the square on the left side of the bar is flashing rapidly, the Superstar is hurting badly and may be vulnerable to a pin or submission hold. Keep an eye on these boxes throughout the match. They're your clue as to what you should do next.



To pin your opponent, knock him/her down, stand next to the downed Superstar and press **△**. If you can hold the Superstar down for a count of three, you'll win. If you're pinned, tap your buttons quickly and you may be able to break the pin and continue the fight.



Submission holds must be used repeatedly in order to make opponents submit. In fact, it's usually much easier to pin opponents than it is to make them give up. One thing you should know about submission holds is when to let go. If you hang on to a submission hold too long, your opponent will escape and may even counter the hold. It's best to let your Superstar work on your opponent for a couple of seconds, then cancel the hold by pressing **○**. That way you still hurt your opponent, but you break cleanly and don't take damage back.

## Create A Superstar

**Raw®** gives you an amazing number of options to allow you to craft your ultimate Superstar. Choose Create A Superstar from the main menu.



Five menus are provided for you to carefully customize your Superstar. Profile allows you to set your Superstar's name and other basic stats, like who he or she considers an ally or an enemy. Appearance is where you alter the look of your Superstar. You can change everything from facial features to clothes, and more is explained in detail farther on. Parameter gives you the ability to customize your Superstar's strengths in the ring and his or her height and weight. Entrance provides the option to customize your Superstar's entrance into the ring. You

can set the lighting, fog and even the crowd's reaction. Finally, the Moves menu lets you pick and choose which moves your Superstar will use.



## Appearance

Changing the appearance of your Superstar may be a little overwhelming when you first look at your options, but it's really quite simple. Main Appearance is how your Superstar will look in the ring. Extra Appearance lets you choose extra items to place on your Superstar when he or she is entering the ring. However, you must unlock these items; how to do this is covered later in this chapter.

For those of you who just want to make a quick customized Superstar, use the Easy Settings to pick one of several pre-made Superstars. If you want to get into the nitty gritty of it, choose one of the other options to customize each part of your Superstar's gear. When choosing gear, you must pick a Model, Texture and Color. If you want, you can also use the Scale option to adjust the shape of your Superstar's body. This allows you to come up with some truly strange designs.



Always start with the Model option. This lets you pick the basic look. Then choose a texture. You'll find that each Model usually has several different textures, giving you a wide variety of options. Also, changing the color may completely change the look. This is most common with jerseys and t-shirts. Experiment with all three options to get the most out of your Superstar's gear.

## Secrets

There are a ton of secrets to unlock within the game. Some of these are additional Superstars, and others are items that can be used to customize the look of the Superstar you make in Create A Superstar.

## Secret Items



Collecting items is tricky. You must find them during a match and pick them up. At the end of the match the item will be unlocked. There are a few ways to find items.

Several items are located around the ring, such as chairs, stairs and the announcer's table. These items can be picked up and used as weapons, but some require that you break them first by tossing an opponent into them.

Some items even have different colors or variations. By repeatedly using an item, you can break it, which may create a new item that you can use.



You can also interfere with another Superstar's entrance. In doing so, you may be able to get an item that your opponent wears as he or she walks to the ring. You can pick these items up and wear them or toss them at an opponent. These various items include hats, glasses and even Kurt Angle™'s gold medals. Make sure you have the Entrance Interference option turned on, or you won't get the opportunity to interfere. Just watch your opponent's entrance and press the proper button when prompted. Your Superstar will charge out of the ring and start the match on the runway.

You can also find items in boxes located near the top of the ramp. Pick them up to unlock them.

Finally, you can collect the various title belts by winning title matches. They will be added to your items after you defeat the champions.

One of the trickiest items to get is Kurt Angle™'s real gold medal. Interrupt Kurt™ as he enters the ring and steal his gold medal. Then hit him with the medal 64 times to reveal the real gold medal.





Here is a list of all of the items you can find:

American Indian	Cactus	Half Mask	Pumpkin	Storage Box
Announcer Table 1	Cardboard Box	Hardcore Belt	Putter	Strap
Announcer Table 2	Cell Phone	Hardys™ Foam	Python	Stuffed Animal
Announcer Table 3	Chair Seat 1	Hat 1	Ring Stair 1	Swan Belt
Announcer Table 4	Chair Seat 2	Head	Ring Stair 2	Table 1
Announcer Table 5	Chair Seat 3	Heart Glasses	Ring Stair 3	Table 2
APA™ Foam	Cheesehead	Heavyweight Belt	Rock™ Foam	Television
Army Hat	Chef Hat	Hero Belt	Rock™ Shades	Trash Can Lid
Ashtray	Christian™ Shades	Itc Belt	Santa Hat	Trashcan 1
Banana	Cigar	Japanese Hat 1	Saturn™ Hat	Trashcan 2
Bandanna 1	Coat Hangers	Japanese Hat 2	Scale	Trashcan Lid
Bandanna 2	Cool Headphone	Judge Gavel	Short Steel Pipe	Triple H™ Hat
Bandanna 3	Cowboy Hat	Kane™ Mask	Showerhead	Trophy
Bandanna 4	Crown	Kendo Stick	Silver Necklace	Turban
Bandanna 5	Dartboard	Knife and Fork	Sledgehammer	TV Monitor
Barb Wire 2X4	Doctor's Mask	Ladder	Slippers	Twisted Towel
Baseball Bat	Drumsticks	LHW Belt	Snowboard	Umbrella 1
Baseball Bat 2	Dudleys™ Foam	Long Steel Pipe	Soda Bottle 1	Umbrella 2
Baseball Cap	D-Von™ Glasses	Mankind™ Mask	Soda Can 1	Undertaker™ Shades
Baseball Helmet	Edge™ Shades	Mexican Hat	Soda Can 2	Venetian Collar
Batons	European Belt	Microphone 1	Soda Can 3	Video Camera
Bazooka	Exhaust Pipe	Microphone 2	Soda Mug	Viking Helmet
Bell	Eye Patch	Microphone 3	Spike™ Glasses	Water Bottle
Bowling Ball	Fighting Sticks	Military Helmet	Spiked Belt	Watermelon
Broken Chair 1	File Cabinet	Miner Helmet	Spiked Collar	Weight 1
Broken Chair 2	Fire Extinguisher	Moppy	Steel Chair 1	Weight 2
Broken Chair 3	Frying Pan	Motorcycle Handle	Steel Chair 2	Women's Belt
Broken Chair 4	Gas Mask	Motorcycle Tire	Steel Chair 3	Wooden Crate
Broken Chair 5	Giant Tuna	Parrot	Steel Chair 4	Wooden Stick 1
Broken Chair 6	Glasses 1	Pineapple	Steel Chair 5	Wooden Stick 2
Broken Table 1	Glasses 2	Plant 1	Steel Chair 6	Wool Hat
Broken Table 2	Gold Club 2	Plant 2	Steering Wheel	Wrench
Broom	Gold Medal 1	Plastic Hand	Stick	X-Ray Glasses
Brush	Gold Medal 2	Playing Card	Stone Cold™ Hat	
Bubba Ray™ Glasses	Gold Necklace	Plunger	Stone Cold™ Hat 2	
Bullets	Golf Club 1	Portrait	Stop Sign	

### Secret Superstars



There are four hidden characters to unlock: Vince McMahon™, Shane McMahon™, Stephanie McMahon-Helmsley™, and the ultimate surprise, Fred Durst™.

To unlock Vince McMahon™, win the Heavyweight title belt. Win the Hardcore title to unlock Shane McMahon™. Fight your way through to the Women's title bout to unlock Stephanie McMahon-Helmsley™. Lastly, if you win all of the championship belts, you'll unlock Fred Durst™.

## ALBERT™

## BIOGRAPHY

A graduate of the World Wrestling Federation's training camp, Albert™ is one of the most powerful and colorful Superstars on the roster. His power moves, including his finishing maneuver, the Baldo Bomb™, is the stuff of nightmares! Once a feared tag team competitor with Test™, the duo has since split ways, and Albert™ is now a feared and brutal competitor in the singles division.

## STATISTICS

**HEIGHT** 6'7"  
**WEIGHT** 380 lbs.

**FROM**  
Boston, MA

**CAREER HIGHLIGHTS**  
Intercontinental Champion



## Albert's Ultimate Assaults

Baldo Bomb™



Back Drop 3



Power Slam



**NOTE:** Slashes inserted between moves indicate "or." In cases where moves names are listed as "N/A," it indicates the superstar doesn't use that particular button combination.

High Angle Body Slam™	0
Facecrusher	0 + 0
Brain Buster	0 + 0
Monkey Test	0 + 0
Body Press Drop	0 + 0
Headbutt	0
Elbow	0 + 0
Sledgehammer	0 + 0
Toe Kick	0 + 0
1 Hand Sledge Hammer	0 + 0
Shift to Back Grapple	0
Throw Opponent into Ropes	0 + 0
Break Grapple	0

Front Rope Stun Gun (opponent facing outside)  
Sleeper Hold (opponent facing ring)

Albert™ 1	0
Albert™ 2	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



### AL SNOW™

#### CHARACTER

Depressed over treatment by Federation brass in the past, Al Snow™ claims he has been psychologically traumatized as a result of his former "gimmicks," which include Avatar™ and Left Cassidy™. But in time, Al proved himself as a legitimate World Wrestling Federation Superstar®. Currently he can be seen training World Wrestling Federation® hopefuls on MTV's popular "World Wrestling Federation® Tough Enough™" series.

#### TECHNICALS

HEIGHT 6'0"  
WEIGHT 234 lbs.

FROM  
Lima, OH

#### CAREER HIGHLIGHTS

Tag Team Champion,  
European Champion,  
Hardcore Champion



### Al Snow's Super Strikes

#### Snow Plow™



#### Back Drop 3



#### Moan Sault Kurt



## In o v e s

## Superstar Standing

Grapple	0
American Jab R	0
Body Punch R	0+0
Low Drop Kick2	0+0
American Jab L	0+0
Toe Kick R1	0+0
Low Blow	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

Scoop Slam	0
Arm Wrench	0+0
Suplex	0+0
Hammer Lock	0+0
Monkey Toss	0+0
Elbow	0+0
Knee Attack	0+0
1 Hand Sledge Hammer	0+0
Toe Kick	0+0
Headbutt	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Power Slam



## Grappling Opponent from Front

Powerbomb	0
M Back Drop	0+0+0
Al Snow Headbutt™	0+0+0
Manhattan Drop	0
Power Bomb Whip	0+0+0
Northern Lights Suplex 2	0+0+0
Snow Plow™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Neck Breaker	0+0+0
Russian Leg Sweep	0+0+0
Back Elbow	0+0+0
Waist Elbow	0+0+0
Back Headbutt	0+0+0

## Grappling Opponent from Behind

Sleeper Hold	0
Leg Trip	0+0+0
German Suplex Whip	0+0+0
Back Lariat	0+0+0
Atomic Drop	0+0+0
School Boy	0+0+0
Back Drop2	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Head Pound (upper body)	0+0
Head Pound	0+0
(upper body/Voltage Meter flashing)	
Half Boston Club	0+0
(lower body)	
Half Boston Club	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Clothesline	0+0
Clothesline	0+0
(Voltage Meter flashing)	
Neck Breaker (front)	0
Bulldozing Head Lock (back)	0
Elbow Drop 1	0
(opponent down)	

## Counter Running Enemy

Shoulder Through	0
Power Slam	0+0
Power Slam	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Back Elbow	0+0

## Opponent Leaning on Turnbuckle

Back Kick (front)	0+0+0+0
Punch (front)	0+0+0+0
Headbutt (front)	0+0+0+0
Suplex	0+0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0+0+0
Corner Push Combo (back)	0+0+0+0
Lariat (back)	0+0+0+0
Back Drop	0+0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Handle	0
Diving Leg Drop	0+0
Moonault Kari	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Droptick (forward corner)	0+0
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## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Top Rope Tussle	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Slam Gun	0
(opponent facing outside)	
Drop (opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Plancha (forward rope)	0+0
Baseball Slide Kick (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle (forward outside)	0+0
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

Swan Dive Drop Kick (forward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (forward rope)	0+0
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## Taunts

Check Hand	0
Common Taunt 1	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0





## BIG SHOW™

The Big Show™ tore into the World Wrestling Federation®—literally. He first showed up at *St. Valentine's Day Massacre* in February 1999 by ripping through the ring canvas and, in an amazing display of strength, throwing Stone Cold Steve Austin™ through a steel cage! Whether it is lifting up an entire ring or pulling the entire TitanTron™ down to the floor, he puts on a show that fans won't soon forget. Knowing he now has to prove himself to the fans of the Federation, Show is hungrier than ever to prove that he can advance beyond the greatness everyone has set for him.

W R W F E D

HEIGHT WEIGHT

7'2" 500 lbs.

FROM

Tampa, FL

CAREER HIGHLIGHTS

**Federation Champion,**  
**Tag Team Champion (2),**  
**Hardcore Champion (2)**



## Showtime for Big Show™

Show Stopper



Final Cut™



Chokeslam





IN O M E S

## Superstar Standing

Grapple	0
American Jai Al	0
Down Swing Punch	0+0
Big Boot	0+0
Elbow	0+0
Toe Kick 1	0+0
Big Boot	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

High Angle Body Slam™	0
Body Press Slam	0+0
Body Press Drop	0+0
Head Lock Punch	0+0
Facemasker	0+0
Headbutt	0
Knuckle Part	0+0
Skidgie Hammer	0+0
Toe Kick	0+0
1 Hand Skidgie Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

Bear Hug	0
Choke Slam 3	0+0+0
Suplex 2	0+0+0
Fall Away Slam	0
Shurtzinger Lariat	0+0+0
Neck Hanging Tree	0+0+0
Show Stopper	0+0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Drop 2	0
Back Pull Down	0+0+0
Side Walk Slam	0+0+0
Back Elbow	0+0+0
Knee Crusher	0+0+0
Black Headbutt	0+0+0

## Grappling Groggy Opponent from Behind

Schod Boy	0
German Suplex	0+0+0
Sheepst Hilt	0+0+0
Back Lariat	0+0+0
Pentakium Backbreaker	0+0+0
Atomic Whip	0+0+0
Final Cut™	0+0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Head Pound (upper body)	0+0
Head Pound	0+0
(upper body/Voltage Meter flashing)	
Half Boston Club	0+0
(lower body)	
Half Boston Club	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Clothesline	0+0
Clothesline	0+0
(Voltage Meter flashing)	
Neck Breaker (front)	0
Bulldozing Head Lock (back)	0
Elbow Drop 2	0
(opponent down)	

## Counter Running Enemy

Shoulder Through	0+0
Chokeslam	0+0
Chokeslam	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Big Boot	0+0

## Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0
Punch (front)	0+0+0
Stomping Combo (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Heels	0
Diving Elbow	0+0
Diving Elbow	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Drop (opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Suplex	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Slide Kick (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

Clothesline (toward rope)	0+0
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## Taunts

Big Show 1™	0
Big Show 2™	0+0
Taunt (in corner post)	0
Taunt (in corner)	0
Taunt (in apron)	0

## Big Boot



### BILLY GUNN™

#### PERSONAL INFO

He was a three-time Tag Team Champion as part of the Smokin' Gunns™, but Billy Gunn™ achieved most of his success once he decided to become "Badd Ass™." After being unceremoniously removed from DX™ because of an injury, Billy Gunn™ returned to the Federation as "The One™." Whether it's in singles competition or the tag team division, there's no denying "The One™" is a phenomenal athlete—arguably the best pound-for-pound in the Federation.

#### STATISTICS

HEIGHT 6'4"  
WEIGHT 268 lbs.

FROM  
Austin, TX

CAREER HIGHLIGHTS  
Intercontinental Champion,  
1999 King of the Ring®,  
Hardcore Champion (2),  
Tag Team Champion (8)



#### Billy Gunn™'s Best Shots

Famine-Ass-er™



One and Only



Tilt-A-Whirl Slam



in o v e s

### Superstar Standing

Grapple	0
American Job R	0+0
Body Punch R	0+0
Drop Kick 2	0+0
American Job L	0+0
Toe Kick 1	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Block	0+0
Counter Strike	0+0

### Grappling Opponent from Front

Scoop Slam	0
Neck Breaker 2	0+0
Suplex	0+0
Head Lock Punch	0+0
Snap Mare	0+0
Knuckle Part	0+0
Back Chop	0+0
1 Hand Sledge Hammer	0+0
Toe Kick	0+0
Sledgehammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Diving Clothesline



### Grappling Groggy Opponent from Front

Suplex 2	0
Small Package hold	0+0
Pile Driver	0+0
Body Press Slam	0
Manhattan Drop	0+0
Jack Hammer	0+0
Fame-Ass-er™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Opponent from Behind

Back Pull Down	0
Neck Breaker	0+0
Back Drop 2	0+0
Back Elbow	0+0
Knee Crusher	0+0
Back Elbow 2	0+0

### Grappling Groggy Opponent from Behind

School Boy	0
Sleeper Hold	0+0
Atomic Whip 2	0+0
Back Pull Down	0
Back Drop 3	0+0
Russian Leg Sweep	0+0
One and Only	0+0
(Voltage Meter flashing)	

### Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

### Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Half Boston Club	0+0
(lower body)	
Half Boston club	0+0
(lower body/Voltage Meter flashing)	

### Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

### Running at Opponent

Clothesline	0
Clothesline	0+0
(Voltage Meter flashing)	
Neck Breaker (front)	0
Bulldozing Head Lock (back)	0
Elbow Drop 1	0
(opponent down)	

### Counter Running Enemy

Shoulder Through	0
Tilt-A-Whirl Slam	0+0
Tilt-A-Whirl Slam	0+0
(Voltage Meter flashing)	
Back Elbow	0
Dropkick 1	0+0

### Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0
Punch (front)	0+0
Stomping Combo (front)	0+0
Brain Buster	0+0
(front/Voltage Meter flashing)	
Pull Down (back)	0+0
Corner Pound Combo (back)	0+0
Lariat (back)	0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

### Superstar on Corner Post

Drop Kick	0
Diving Elbow	0
N/A	0+0
(Voltage Meter flashing)	

### Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

### Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

### Superstar on Apron Grappling Opponent in Ring

Front Rope Start Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

### Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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### Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Baseball Slide Kick	0
(running)	

### Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Dropkick (running)	0

### Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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### Flying Attack from Ropes: Both Superstars in Ring

Clothes Line (toward rope)	0+0
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### Taunts

Common Taunt 0	0
Common Taunt 1	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



### BRADSHAW™

Bradshaw™, the tough Texan, makes it clear that he loves to brawl with anyone. He, along with Faarooq™, started the Acolyte Protection Agency™ with that in mind. The agency provides protection to any Federation Superstar, as long as they have cash, and as long as they don't make any "suggestions" to the APA™. The scouting report on the APA™ is simple: Don't make them mad. Faarooq™ and Bradshaw™ are two of the toughest S.O.B.s on the planet, and they love to kick ass just for fun! And don't ever interrupt the APA™ when they're playing cards... it may be a painful experience!

#### Statistics:

HEIGHT: 6'6"  
WEIGHT: 290 lbs.

FROM:  
Austin, TX

CAREER HIGHLIGHTS:  
Tag Team Champion (3)



#### Bradshaw™ on the Attack

Powerbomb



Back Low Blow



Half Boston Club



m o v e s

## Superstar Standing

Grapple	0
American Jab R	0
Body Punch R	0+0
Shortrange Clothesline	0+0
Hammer Punch	0+0
Toe Kick 1	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

High Angle Body Slam™	0+0
Neck Throw	0+0
Suplex	0+0
Head Lock Punch	0+0
Facecrusher	0+0
Knuckle Part	0+0
Headbutt	0+0
Sledge Hammer	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Spine Buster



## Grappling Groggy Opponent from Front

DDT	0
Suplex 2	0+0
Fall Away Slam	0+0
Body Press Slam	0+0
Shortrange Lariat	0+0
Powerbomb Whip	0+0
Powerbomb	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Russian Leg Sweep	0+0
Sidewalk Slam	0+0
Back Elbow	0+0
Knee Crusher	0+0
Atomic Drop	0+0

## Grappling Groggy Opponent from Behind

Back Drop 3	0
Belly to Back	0+0
Pump Handle Slam	0+0
Back Lariat	0
Pendulum Backbreaker	0+0
School Boy	0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Half Boston Club	0+0
(lower body)	
Half Boston Club	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Clothesline From Hell	0+0
Clothesline From Hell	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Bulldozing Head Lock	0
(back)	
Leg Drop	0
(opponent down)	

## Counter Running Enemy

Power Slam	0
Spinebuster	0+0
Spinebuster	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Big Boot	0+0

## Opponent Leaning on Turnbuckle

Punch Combo (front)	0+0
Stomping Combo (front)	0+0
Pull Down (front)	0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Pull Down (back)	0+0
Corner Pound Combo (back)	0+0
Lariat (back)	0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Diving Shoulder Tackle	0
Diving Elbow	0
N/A (Voltage Meter flashing)	0+0

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(forward corner)	

## Opponent on Corner Post

Deadly Drive	0
(opponent facing ring)	
Tricorpe Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Steeple Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Slide Kick (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (turning)	0

## Flying Attack from Apron to Ring

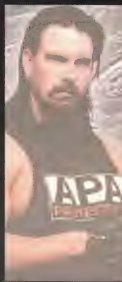
N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

Clothesline (toward rope)	0+0
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## Taunts

Chick Head	0
Common Taunt 1	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0





### BUBBA RAY DUDLEY™

**THE DUDLEY BOYZ™** have made claims on many occasions that they are the best tag team in the world today, and they believe that history supports their beliefs. Once D-Von™ and Bubba Ray™ decided to combine their skills and compete as a tag team, they were virtually unstoppable. In addition, their finisher, 3-D™—the Dudley Death Drop™—is one of the most feared maneuvers in the world. Since Bubba Ray™ and D-Von™ have joined the Federation, the duo has made it their goal in life to “get wood” by putting other Superstars through tables.

W L D T A S F C B

**HEIGHT** 6'4"  
**WEIGHT** 275 lbs.

**FROM**  
Dudleyville

**CAREER HIGHLIGHTS**  
Tag Team Champion (6)



#### Bubba Ray Dudley's Beatdowns

Bubba™ Cutter



Bubba™ Bomb



Wassup!





## Superstar Standing

Grapple	0
Punch R Bubba™	0
D-voocoon!	0+0
Shorrtange Clothesline	0+0
Punch L Bubba	0+0
Toe Kick 1	0+0
Living Clothesline	0+0
(Voltage Meter flashing)	0+0
Black -	0+0
Counter Strike	0+0

## Grappling Opponent from Front

High Angle Body Slam™	0+0
Neck Breaker 2	0+0
Suplex	0+0
Slammare	0+0
Monkey Toss	0+0
Krunkle Pull	0+0
1 Hand Slagde Hammer	0+0
Eye Rake	0+0
Head Lock Punch	0+0
Slagde Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Power Slam



## Grappling Groggy Opponent from Front

DOT	0
Body-to-Body Suplex	0+0
Body Press Slam	0+0
Bubba™ Punch	0+0
Shorrtange Lariat	0+0
Small Package Hold	0+0
Bubba™ Cutter	0+0
(Voltage Meter flashing)	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Facecrusher	0
Back Drop 2	0+0
Sidewalk Slam	0+0
Back Elbow	0
Atomic Drop	0+0
Back Pull Down	0+0

## Grappling Groggy Opponent from Behind

Sleeper Hold	0
Back Drop 3	0+0
Reverse DOT	0+0
Back Lariat	0
Atomic Whip	0+0
School Boy	0+0
Bubba™ Bomb	0+0
(Voltage Meter flashing)	0+0

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent lying on Back on Ground (Submission Holds)

Wassup! (upper body)	0+0
Wassup!	0+0
(upper body/Voltage Meter flashing)	0+0
Stomping (lower body)	0+0
Stomping	0+0
(lower body/Voltage Meter flashing)	0+0

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	0+0
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	0+0

## Running at Opponent

Clothesline	0
Clothesline	0+0
(Voltage Meter flashing)	0+0
Neckbreaker (front)	0
Lag Trip (back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Shoulder Through	0
Power Slam	0+0
Power Slam	0+0
(Voltage Meter flashing)	0+0
Back Elbow	0+0
Back Elbow	0+0

## Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0
Punch (front)	0+0
Stomping Combo (front)	0+0
Suplex	0+0
(front/Voltage Meter flashing)	0+0
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0
Lariat (back)	0+0
Back Drop	0+0
(back/Voltage Meter flashing)	0+0

## Superstar on Corner Post

Double Axe Handle	0
Living Elbow	0
N/A	0+0
(Voltage Meter flashing)	0+0

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	0+0

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	0
Turnbuckle Thrust	0
(opponent facing outside)	0

## Superstar on Apron Grappling Opponent in Ring

Front Rope Shun Gun	0
(opponent facing outside)	0
Sleeper Hold	0
(opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Suplex	0
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## Flying Attack from Ring to Outside

1/2 N toward ropes	0+0
Baseball Slide Kick (running)	0+0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	0+0
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

1/2 N toward ring	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

1/2 N toward ropes	0+0
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## Taunts

Bubba 1™	0
Bubba 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



### CHRIS BENOIT™

Chris Benoit's™ journey to the top has ended right where it should—on top—in the World Wrestling Federation®. There is no doubt that this young man has already proven he can achieve extraordinary things inside the squared circle, and now that he's with the World Wrestling Federation®, his career may hit heights few have seen before.

HEIGHT WEIGHT

5'10"

220 lbs.

FROM

Edmonton, AB, CAN

CAREER HIGHLIGHTS

Intercontinental Champion (3),  
Tag Team Champion



### The Wolverine Unleashed

Crossface



Triple German Suplex



Crippler Crossface™



## MOVES

## Superstar Standing

Grapple	0
Over Hand 1	0
Back Drop	0+0
Low Crookick 2	0+0
Body Punch R	0+0
Toe Kick R1	0+0
Low Crookick 2	0+0
(Voltage Meter flashing)	
Black	0
Counter Strike	0+0

## Grappling Opponent from Front

Scoop Slam	0
Snipmare	0+0
High Speed Brain Buster	0+0
Dragon Screw	0+0
Head Lock Punch	0+0
Back Chop	0+0
Elbow	0+0
1 Hand Sledge Hammer	0+0
Toe Kick	0+0
Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0+0

## Grappling Groggy Opponent from Front

DDT	0
Small Package Hold	0+0+0
Brain Buster vertical	0+0+0
Low Crookick	0+0+0
Jump Round Dropkick	0+0+0
Shoulder Buster	0+0+0
Cross Face	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Drop 2	0
Neckbreaker	0+0+0
Russian Leg Sweep	0+0+0
Back Elbow	0+0+0
Knee Crusher	0+0+0
Back Pull Down	0+0+0

## Grappling Groggy Opponent from Behind

School Boy	0
German Suplex	0+0+0
Back Drop 3	0+0+0
Back Larat	0+0+0
Reverse Brain Buster	0+0+0
Side Choke	0+0+0
Triple German Suplex	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping 2	0
Stomping 2	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Half Boston Cub	0+0
(lower body)	
Half Boston Cub	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Cropper Crossface	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Clothesline 2	0
Clothesline 2	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Bulldozing Heat Lock	0
(back)	
Stomping (opponent down)	0

## Counter Running Enemy

Leg Scissors	0
Shoulder Through	0+0
Shoulder Through	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Back Elbow	0+0

## Opponent Leaning on Turnbuckle

Back Chop (front)	0
Punch (front)	0+0+0
Stomping Combo (front)	0+0+0
Suicide	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Dropkick	0
Diving Elbow	0
Diving Head Butt	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(low corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Totoposte Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Drop (opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Rope Suicida (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Dropkick (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
-------------------	-----

## Taunts

Benoit 1™	0
Benoit 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## Brain Buster Vertical



## CHRIS JERICHO™

He calls himself a new hero.  
Your new party host.

"The Ayatollah of Rock n' Roll-a!" The Y2J™ problem. Call him whatever you want, but the fact remains...Chris Jericho™ has arrived in the World Wrestling Federation®! With one of the most spectacular entrances in the history of sports-entertainment, Jericho™ made his Federation debut live in Chicago on Raw®! He feels that he is here to save the Federation, and that every single superstar should just "Shut the hell up!"™

## Statistics

HEIGHT WEIGHT  
6'0" 231 lbs.

FROM  
Winnipeg, MB, CAN

CAREER HIGHLIGHTS  
Intercontinental Champion (4),  
European Champion, Hardcore  
Champion, Tag Team Champion



## The Best of Chris Jericho™

Balls of Jericho™



Back Lock Bomb



Flying Corp. Jericho™



## MOVES

## Superstar Standing

Grapple	0
American Jib R2	0
Back Chop 1	0+0
Low Dropkick 2	0
Back Chop 2	0+0
Dropkick Hero	0
Diving Clothesline 2	0+0
(Voltage Meter flashing)	0
Back	0
Counter Strike	0+0

## Grappling Opponent from Front

Scissors Slam	0+0
Sneakmare	0+0
Suplex	0+0
Head Lock Punch	0+0
Arm Whip	0+0
Back Chop	0+0
Elbow	0+0
Knuckle Part	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
(Weak Grapple)	0

## Grappling Groggy Opponent

Back Press	0
DDT	0
Double Arm Backbreaker	0+0
Small Package Held	0+0
Jump Round Dropkick	0
Low Dropkick	0+0
Powerbomb Whip	0+0
Walls of Jericho™	0+0
(Voltage Meter flashing)	0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Drop 2	0+0
Neck Breaker	0+0
Russian Leg Sweep	0+0
Back Elbow	0+0
Knee Crusher	0+0
Back Pull Down	0+0

## Grappling Groggy Opponent from Behind

School Boy	0
German Suplex	0+0
Pondulum Backbreaker	0+0
Back Lariat	0+0
Pondulum Backbreaker	0+0
Sleeper Hold	0+0
Back Low Blow	0+0
(Voltage Meter flashing)	0

## Opponent on Ground (Striking Moves)

Stomping	0
Stomping	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	0
Thigh Kick (lower body)	0+0
Walls of Jericho™	0+0
(lower body/Voltage Meter flashing)	0

## Opponent Lying on Stomach (Submission Holds)

La Majstral (upper body)	0+0
La Majstral	0+0
(upper body/Voltage Meter flashing)	0
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	0

## Running at Opponent

Dropkick 2	0
Flying Chop Jericho™	0+0
(Voltage Meter flashing)	0
Neckbreaker (front)	0
1 Hand Facecrusher (back)	0
Stomping (opponent down)	0

## Counter Incoming Enemy

Leg Scissors	0
Flapjack	0+0
Flapjack	0+0
(Voltage Meter flashing)	0
Back Elbow	0+0
Whirl Kick 2	0+0

## Opponent leaning on Turnbuckle

Back Chop (front)	0+0
Punch (front)	0+0
Stomping Combo (front)	0+0
Suplex	0+0

(front/Voltage Meter flashing)	0
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0
Lariat (back)	0+0
Back Drop	0+0
(back/Voltage Meter flashing)	0

## Superstar on Corner Post

Drop Kick	0
Diving Body Press	0
Moonsault Kick	0+0
(Voltage Meter flashing)	0

## Superstar on Second Turnbuckle

Double Axe Handle (toward corner)	0+0
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## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	0
Top Rope Thrust	0
(opponent facing outside)	0

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	0
Sleeper Hold	0
(opponent facing ring)	0

## Superstar in Ring Grappling Opponent in Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Tope Suicide (running)	0

## Flying Attack from Apron to Ring in a Submission

Double Axe Handle (toward outside)	0+0
Dropkick (running)	0

## Flying Attack from Apron to Ring

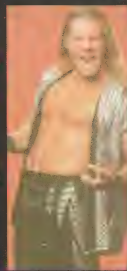
Swan Dive Drop Kick (toward ring)	0+0
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## Flying Attack from Ring

Lionsault™ (toward rope)	0+0
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## Taunts

Y2J1™	0+0
Y2J2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0





### CHRISTIAN™

Christian™ is an impressive young athlete. This warrior is fearless in the ring, and often risks his own health in order to execute maneuvers. He is destined to lead the Federation into the next millennium. Former tag team champion with his brother Edge™, he destroyed the bond permanently when he attacked his brother with a vicious chairshot. Now, Christian™ is destined to prove that his star will rise even higher as a singles competitor.

#### Statistics

HEIGHT 6'1" WEIGHT 215 lbs.

FROM  
Toronto, ON, CAN

CAREER HIGHLIGHTS  
Light Heavyweight Champion,  
Tag Team Champion (7)



#### Christian's Bad Behavior

DDT



Impaler



Manhattan Drop





## in o v e s

## Superstar Standing

Grapple	0
American Jab R	0
Elbow	0+0
Low Dropkick 2	0+0
Back Chop	0+0
Toe Kick R1	0+0
Low Blow	0+0
(Voltage Meter flashing)	0
Black	0
Counter Strike	0+0

## Grappling Opponent from Front

Scoop Slam	0+0
Snapmare 2	0+0
Suplex	0+0
Head Lock Punch	0+0
Arm Whip	0+0
Elbow	0+0
Knee Attack	0+0
Knuckle Part	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

Manhattan Drop	0
Northernlights Suplex	0+0+0
Small Package Hold	0+0
Piledriver	0+0
DDT	0+0+0
Russian Leg Sweep	0+0
DDT	0+0
(Voltage Meter flashing)	0
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Drop 2	0
Neckbreaker	0+0+0
Quick Backbreaker	0+0
Wrist Elbow	0
Knee Crusher	0+0+0
Back Pull Down	0+0

## Grappling Groggy Opponent from Behind

Back Drop 3	0
School Boy	0+0+0
Reverse DDT	0+0
Back Lariat	0
Pendulum Backbreaker	0+0+0
Sleeper Hold	0+0
Impaler	0+0
(Voltage Meter flashing)	0

## Opponent on Ground (Striking Moves)

Stomping	0
Stomping	0+0

## Opponent Lying on Back (Submission Holds)

Head Pound (upper body)	0+0
Head Pound	0+0
(upper body/Voltage Meter flashing)	0+0
Half Boston Club	0+0
(lower body)	0+0
Half Boston Club	0+0
(lower body/Voltage Meter flashing)	0+0

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	0+0
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	0+0

## Running at Opponent

Flying Body Attack	0
Spear	0+0
(Voltage Meter flashing)	0
Neckbreaker (front)	0
1 Hand Facecrusher	0
(back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Shoulder Through	0
Manhattan Drop	0+0
Manhattan Drop	0+0
(Voltage Meter flashing)	0
Back Elbow	0+0
Dropkick 1	0+0

## Opponent Leaning on Turnbuckle

Pull Down (front)	0
Punch Combo (front)	0+0+0
Stomping Combo (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	0
Corner Pull Down (back)	0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	0

## Superstar on Corner Post

Diving Body Press	0
Diving Elbow	0
Frog Splash	0+0
(Voltage Meter flashing)	0

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	0

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	0
Toe Kick Trust	0
(opponent facing outside)	0

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	0
Sleeper Hold	0
(opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Baseball Side Kick	0
(running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	0
Dropkick (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

E&C™	0
Christian™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



## Frog Splash



### CRASH™

**CRASH™**  
When Hardcore Holly™ introduced his cousin, Crash™, to the World Wrestling Federation®, a new era of "super heavy-weights™" was ushered in. Crash™ has the same delusion as his veteran cousin. He feels that he is at a level of competition where facing anyone under 6'6" and 400 pounds would be a waste of time. As the Hardcore Champion, Crash™ proved that what he lacked in size, he makes up for with his heart. Time and time again, Crash™ seems to get in over his head, yet he still seems to find a way to win.

#### PERSONAL DETAILS

**HEIGHT:** 6'6" **WEIGHT:** 400 lbs.?

#### PROF

**Mobile, AL**

#### CAREER HIGHLIGHTS

**Light Heavyweight Champion,  
Tag Team Champion,  
Hardcore Champion (12),  
European Champion**



#### Crash's Greatest Hits

**Jumping Spring 2011**



**Reverse 2011**



**Explosive**



## moves

## Superstar Standing

Grapple	0
Elbow	0
American Jab R	0+0
Shortrange Clothesline	0+0
American Jab L	0+0
Toe Kick R3	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Block	0+0
Counter Strike	0+0

## Grappling Opponent from Front

Scoop Slam	0
Arm Wrench	0+0
High Speed Brain Buster	0+0
Snapmare	0+0
Monkey Toss	0+0
Back Drop	0+0
Elbow	0+0
Kneelike Part	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0+0

## Grappling Groggy Opponent from Front

Hurricanrana Pin	0
DOT	0+0+0
Small Package Hold	0+0+0
Head Lock Punch	0
Hurricanrana Punch	0+0+0
Hopping Rolling Pin	0+0+0
Jumping Swing DOT	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0+0

## Grappling Opponent from Behind

Back Pull Down	0
Neckbreaker	0+0+0
Facelasher	0+0+0
Back Elbow	0
Leg Trip	0+0+0
Waist Elbow	0+0+0

## Grappling Groggy Opponent from Behind

Back Drop 2	0
Hopping Rolling Pin	0+0+0
School Boy	0+0+0
Back Latist	0
Back Pin	0+0+0
Stepper Hold	0+0+0
Reverse DOT	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Mouth Punch (upper body)	0+0
Mouth Punch	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

La Majestral (upper body)	0+0
La Majestral	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Running Elbow Pad	0
Running Elbow Pad	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Buildoging Head Lock (back)	0
Elbow Drop 1	0
(opponent down)	

## Counter Running Enemy

Leg Scissors	0+0
Power Slam	0+0
Power Slam	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Dropkick 1	0+0

## Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0
Punch (front)	0+0+0
Stomping Combo (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Diving Body Press	0
Diving Body Press	0
N/A (Voltage Meter flashing)	0+0

## Superstar on Second Turnbuckle

Dropkick (toward corner)	0+0
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## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	0
Top Rope Thrust	0
(opponent facing outside)	0

## Superstar on Apron Grappling Opponent in Ring

Flip Hurricanrana	0
(opponent facing outside)	0
Sleeper Hold	0
(opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Stan Gun	0
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## Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Baseball Side Kick (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle (toward outside)	0+0
Dropkick (running)	0

## Flying Attack from Apron to Ring

Swan Dive Dropkick (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Crash 1™	0
Crash 2™	0+0
Taunt (on corner post)	0
Taunt (on apron)	0
Taunt (on apron)	0



## Flip Hurricanrana



## D-VON DUDLEY™

**Stats**

The Dudley Boyz™ have made claims on many occasions that they are the best tag team in the world today, and they believe that history supports their beliefs. Once D-Von™ and Bubba Ray™ decided to combine their skills and compete as a tag team, they were virtually unstoppable. In addition, their finisher, 3-D™—the Dudley Death Drop™—is one of the most feared maneuvers in the world. D-Von™ wants nothing more than to “testify” and “get wood” by putting Federation Superstars through tables.

## Statistics

HEIGHT

6'2"

WEIGHT

240 lbs.

FROM

Dudleyville

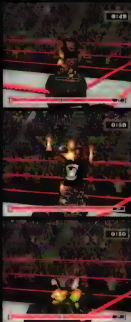
CAREER HIGHLIGHTS

Tag Team Champion (6)



## D-Von's D-Struction

Neckbreaker



Reverse DDT Drop



Wassup!



## move

### Superstar Standing

Grapple	0
American Jab R	0
American Punch R	0+0
Side Kick Kickish	0+0
Punch L Bunt	0+0
Toe Kick 1	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Back	0
Counter Strike	0+0

### Grappling Opponent from Front

Squad Slam	0
Neckbreaker 2	0
Suplex	0+0
Snapmare	0+0
Monkey Toss	0+0
Knuuckle Fall	0+0
Knee Attack	0+0
Head Lock Punch	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Groggy Opponent from Front

DDT	0
Manhattan Drop	0+0
Body Press Slam	0+0
Suplex 2	0
Shurricane Lariat	0+0
Small Package Hold	0+0
Neckbreaker	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Opponent from Behind

Facecrusher	0
Back Drop 2	0+0
Neckbreaker	0+0
Waist Elbow	0+0
Atomic Drop	0+0
Back Pull Down	0+0

### Grappling Groggy Opponent from Behind

Sleeper Hold	0
Back Drop 3	0+0
Reverse DDT	0+0
Back Lariat	0
Atomic Whip Air	0+0
School Boy	0+0
Reverse DDT Drop	0+0
(Voltage Meter flashing)	

### Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

### Opponent Lying on Back (Submission Holds)

Wassup! (upper body)	0+0
Wassup!	0+0
(upper body/Voltage Meter flashing)	
Stomping (lower body)	0+0
Stomping	0+0
(lower body/Voltage Meter flashing)	

### Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

### Running at Opponent

Clothesline	0
Clothesline	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Bulldozing Head Lock (back)	0
Elbow Drop 1 (opponent down)	0

### Counter Running Enemy

Shoulder Through	0
Body Press Drop	0+0
Body Press Drop	0+0
(Voltage Meter flashing)	
Back Elbow	0
D-Von™ Back Elbow	0+0

### Opponent Leaning on Turnbuckle

Over Head Combo (front)	0
Punch (front)	0+0
Stomping Combo (front)	0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0
Corner Push Combo (back)	0+0
Lariat (back)	0+0
K Cor D-Von™	0+0
(back/Voltage Meter flashing)	

### Superstar on Corner Post

Double Axe Handle	0
Diving Head Bust D-Von™	0+0
N/A	0+0
(Voltage Meter flashing)	

### Superstar on Second Turnbuckle

Double Axe Handle (toward corner)	0+0
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### Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	0
Tacrole Thrust	0
(opponent facing outside)	0

### Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	0
Sleeper Hold	0
(opponent facing ring)	0

### Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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### Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Side Kick (running)	0

### Flying Attack from Apron to Outside

Double Axe Handle (toward outside)	0+0
Double Axe Handle (running)	0

### Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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### Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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### Taunts

D-Von 1™	0
D-Von 2™	0+0
Taunt (in corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0





### EDDIE GUERRERO™

**EDDIE GUERRERO**  
Eddie Guerrero™ has now fulfilled a family dream by entering the World Wrestling Federation®. With the world of bad backstage politics behind him, there is no doubt he will go on to fulfill the expectations that everyone has always had for him. After only having been in the Federation for a few months, Guerrero won the European title. Known as "Latino Heat™," Guerrero has shown that not only is he hot with the ladies, but he has quite a hot temper as well.

#### PERSONAL INFO

HEIGHT — WEIGHT

5'8"

220 lbs.

FROM

El Paso, TX

CAREER HIGHLIGHTS

Intercontinental Champion,  
European Champion



#### If You Can't Stand the Heat...

Brain Buster Vertical



Back Low Blow



Preacherman



## Superstar Standing

Grapple	0
Over Hand	0
Elbow	0+0
Dropkick 1	0+0
Back Chop	0+0
Ice Kick #2	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

Scoop Slam	0
Arm Wrench	0+0
High Speed Brain Buster	0+0
Hammer Lock	0+0
Murkay Toss	0+0
Elbow	0
Toe Kick	0+0
Upper Elbow	0+0
Knee Attack	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

Front Suplex Whip	0
Hurricanrana Pin	0+0+0
Hopping Rolling Pin	0+0+0
Head Lock Punch	0
Hurricanrana Punch	0+0+0
Small Package Hold	0+0+0
Brain Buster Vertical	0+0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Neck Breaker	0+0+0
Back Drop	0+0+0
Back Elbow	0
Knee Crusher	0+0+0
Wrist Elbow	0+0+0

## Grappling Groggy Opponent from Behind

Back Drop 3	0
Reverse DDT	0+0+0
German Suplex	0+0+0
Sleeper Hold	0+0+0
Hopping Rolling Pin	0+0+0
School Boy	0+0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Face Twist (upper body)	0+0
Face Twist	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Tough Kick	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

La Mayestral (upper body)	0+0
La Mayestral	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Jumping Back Elbow	0+0
Jumping Back Elbow	0+0
(Voltage Meter flashing)	
Hurricanrana (front)	0
Bulldozing Head Lock	0
(back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Fingback	0
Hurricanrana	0+0
Hurricanrana	0+0
(Voltage Meter flashing)	
Back Elbow	0
Low Dropkick 2	0+0

## Opponent Lining on Turnbuckle

Back Chop (front)	0+0
Pull Down (front)	0+0+0
Stomping Combo (front)	0+0+0
Frankensteiner	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Reverse Frankenstein	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Dropkick	0
Fing Splash	0
Fing Splash	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Tacrole Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Grip	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Rope Suicide (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Dropkick (running)	0

## Flying Attack from Apron to Ring

Slingshot (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Guerrero T™	0
Guerrero 2™	0+0
Taunt (on corner post)	0
Taunt (on corner)	0
Taunt (on apron)	0

## Reverse Frankenstein



### EDGE™

STATISTICS

Edge™ is one of the brightest young stars in the World Wrestling Federation®. The Canadian Superstar has excelled in both singles and tag-team action. He won the Intercontinental Championship in his hometown of Toronto last July, much to the excitement of the crowd. Along with his former partner Christian™, he has been part of some of the most memorable tag team matches in Federation history. Edge™ truly loves his fans, and "for the benefit of those with flash photography," he loves "totally reeking of awesomeness" wherever he goes.

STATISTICS

HEIGHT WEIGHT

6'4" 240 lbs.

FROM

Toronto, ON, CAN

CAREER HIGHLIGHTS

Intercontinental Champion (3),  
Tag Team Champion (7),  
2001 King of the Ring®



### Moves that Reek of Awesomeness

Buzz Killer



Edge O'Matic™



Frankensteiner



## Superstar Standing

Grapple	0
American Jab R	0
Elbow	0+0
Dropkick 1	0
Back Drop	0+0
Toe Kick R1	0+0
Low Blow	0+0
(Voltage Meter flashing)	
Rock	0
Counter Strike	0+0

## Grappling Opponent from Front

Scoop Slam	0
Shapmare	0+0
Suplex	0+0
Hammer Lock	0+0
Monkey Toss	0+0
Elbow	0
Knee Attack	0+0
Knuckle Part	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

Manhattan Drop	0
Northernlights Suplex	0+0+0
Small Package Hold	0+0+0
Dropkick	0
DDT	0+0+0
Russian Leg Sweep	0+0+0
Buzzsaw	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Drop 2	0
Neck Breaker	0+0+0
Facecrusher	0+0+0
Back Elbow	0+0+0
Pendulum Backbreaker	0+0+0
Back Pull Down	0+0+0

## Grappling Groggy Opponent from Behind

Back Drop 3	0
School Boy	0+0+0
Full Nelson Slam	0+0+0
Back Low Blow	0+0+0
Pendulum Backbreaker	0+0+0
Sleeper Hold	0+0+0
Edge O'Matic™	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Half Boston Club	0+0
(lower body)	
Half Boston Club	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Tackle 2	0
Spear	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
1 Hand Facecrusher (back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Manhattan Drop	0
Hurricanrana	0+0
Hurricanrana	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Zero Kick	0+0

## Opponent Leaning on Turnbuckle

Pull Down (front)	0
Punch (front)	0+0+0
Stomping Combo (front)	0+0+0
Frankensteiner	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Dropkick	0
Diving Body Press	0
Frog Splash	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Toprope Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Planica (toward rope)	0+0
Baseball Slide Kick	0
(running)	

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Dropkick (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

E&C	0+0
Common Taunt 1	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## Frog Splash



### FAAROOQ™

#### CHARACTER

Faarooq™ and Bradshaw™ make it clear they love to brawl with anyone. The only things the love more than brawling are drinking beer and smoking cigars. They started the Acolytes Protection Agency™ (APA™) with those pastimes in mind. The agency provides protection to any Federation Superstar, as long as they have cash...and as long as they don't make any "suggestions" to the APA™. Of course, they don't keep the money, they just buy more beer! The scouting report on the APA™ is simple: Don't make them mad. Faarooq™ and Bradshaw™ are two of the toughest S.O.B.s on the planet, and they love to kick ass just for fun! And don't ever interrupt them when they're playing cards...it may be a painful experience!

#### STATISTICS

HEIGHT WEIGHT

6'2" 270 lbs.

FROM

Warner-Robins, GA

CAREER HIGHLIGHTS

Tag Team Champion (3)



### Faarooq's Feats of Strength

#### Back Kick



#### Back Low Blow



#### Thrust Spinebuster





## Superstar Standing

Grapple	0
American Jab R	0
Body Punch R	0+0
Big Boot	0+0
Hammer Punch	0+0
Toe Kick 1	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Black	0
Counter Strike	0+0

## Grappling Opponent from Front

High Angle Body Slam™	0
Body Press Drop	0+0
Swarm	0+0
Heel Lock Punch	0+0
Facecrusher	0+0
Knuckle Part	0+0
Headbutt	0+0
Sledgehammer	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

DDT	0
Suplex 2	0+0+0
Full Away Slam	0+0+0
Body Press Slam	0
Shorrange Lariat	0+0+0
Powerslam Whip	0+0+0
Domino™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Russian Leg Sweep	0+0+0
Sidewalk Slam	0+0+0
Back Elbow	0
Knee Crusher	0+0+0
Atomic Drop	0+0+0

## Grappling Groggy Opponent from Behind

Back Drop 3	0
Belly to Back	0+0+0
Bump Handle Suplex	0+0+0
Back Lariat	0
Pendulum Backbreaker	0+0+0
School Boy	0+0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Half Boston Club	0+0
(lower body)	
Half Boston Club	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Clothesline	0
Tackle 2	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Bulldozing Head Lock	0
(back)	
Leg Drop	0
(opponent down)	

## Counter Running Enemy

Power Slam	0
Thrust Spinebuster	0+0
Thrust Spinebuster	0+0
(Voltage Meter flashing)	
Back Elbow	0
Big Boot	0+0

## Opponent Leaning on Turnbuckle

Punch Combo (front)	0+0
Stomping Combo (front)	0+0+0
Pull Down (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Pull Down (back)	0+0
Corner Pound Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Diving Clothesline	0
Diving Elbow	0
N/A	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Deadly Drive	0
(opponent facing ring)	
Toprope Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Slide Kick (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

Clothesline (toward rope)	0+0
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## Taunts

Check Hand	0
Common Taunt 1	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



## FUNAKI™

From the northern regions of Japan comes Funaki™! Don't let his size fool you; he is one of the most dangerous Superstars in the entire Federation! Teamed with Taka™, the high-flying duo is willing to win at any cost, even if it means sacrificing their own bodies! Both Taka™ and Funaki™ have held numerous titles in organizations around the world, and Funaki™ has owned the Federation Hardcore Championship for a short while.

S E N D A I J A P A N

HEIGHT WEIGHT

5'7"

180 lbs.

FROM

Northern Regions of Japan



## Funaki's High Impact

Fisherman Buster



German Suplex Whip



Hurricanrana



### Superstar Standing

Grapple	0
Over Hand	0
Back Chop	0+0
Dropkick 2	0+0
Body Punch R	0+0
Toe Kick R3	0+0
Dropkick 2	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

### Grappling Opponent from Front

Monkey Toss	0
Neckbreaker 2	0+0
Scoop Slam	0+0
Arm Wrench	0
Snatchmare	0
Elbow	0
Back Chop	0+0
Over Hand	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Groggy Opponent from Front

High Speed Brain Buster	0
Back Pin	0+0+0
Manhattan Drop	0+0
Chin Breaker	0
DOT	0
Small Package Hold	0+0+0
Fishman Buster	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Opponent from Behind

Back Pull Down	0
Bulldogging Head Lock	0+0+0
Leg Trip	0+0+0
Back Elbow	0
Wrist Elbow	0+0+0
Knee Crusher	0+0+0

### Grappling Opponent from Behind

Back Drop 2	0
German Suplex	0+0+0
Sleeper Hold	0+0+0
Back Latist	0
Back Pin	0+0+0
School Boy	0+0+0
German Suplex Whip	0+0
(Voltage Meter flashing)	

### Opponent on Ground (Striking Moves)

Stomping	0
Somersetop	0+0

### Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	

### Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

### Running at Opponent

Running Elbow Pad	0
Running Elbow Pad	0+0
(Voltage Meter flashing)	
Hurricanrana (front)	0
1 Hand Facecrusher (back)	0
Elbow Drop 1	0
(opponent down)	

### Counter Running Enemy

Shoulder Throw	0
Power Slam whip	0+0
Power Slam whip	0+0
(Voltage Meter flashing)	
Back Elbow	0
Dropkick 3	0+0

### Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0
Punch (front)	0+0+0
Stomping Combo (front)	0+0+0
Hurricanrana	0
(front/Voltage Meter flashing)	
Corner Push Down (back)	0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0
(back/Voltage Meter flashing)	

### Superstar on Corner Post

Double Axe Handle	0
Diving Leg Drop	0
N/A	0+0
(Voltage Meter flashing)	

### Superstar on Second Turnbuckle

Dropkick (toward corner)	0+0
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### Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Toprope Thrust	0
(opponent facing outside)	

### Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

### Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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### Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Baseball Slide Kick (running)	0

### Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Dropkick (running)	0

### Flying Attack from Apron to Ring

Swan Dive Body Attack	0+0
(toward ring)	

### Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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### Taunts

Funaki 17M	0
Kaenai!	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



### HAKU™

#### CHARACTER

Haku™ is one of the most feared men in the history of sports-entertainment, and he's back in the World Wrestling Federation®. His surprise return at the *Royal Rumble*® sent a shiver down the spine of everyone in the Federation locker room. For years, Haku™ has been respected for his toughness and his grit. Now the native of the isle of Tonga is teamed up with Rikishi™, in an alliance of two of the biggest, baddest men in Federation history. Haku™ is older, wiser and even tougher than he was before—a fact, which will no doubt give sleepless nights to many Federation Superstars.

#### STATISTICS

HEIGHT

6'2"

WEIGHT

280 lbs.



### Hard Hitting Haku™

Tongan Death Grip



Back Drop 3



Haku Hammer™



j b v e s

## Superstar Standing

Grapple	○
Over Hand	○
Thrust Haku™	○+○
Side Kick 1	○+○
Back Chop	○+○
Toe Kick 1	○+○
Diving Clothesline	○+○
(Voltage Meter flashing)	
Block	○
Counter Strike	○+○

## Grappling Opponent from Front

High Angle Body Slam	○+○
Facecrusher	○+○
Suplex	○+○
Hammer Lock	○+○
Monkey Toss	○+○
Headbutt	○+○
Thrust	○+○
Eye Rake	○+○
Toe Kick	○+○
1 Hand Sledge Hammer	○+○
Shift to Back Grapple	○+○
Throw Opponent into Ropes	○+○
Break Grapple	○

## Grappling Groggy Opponent from Front

Belly to Belly Suplex	○
Brain Buster 2	○+○
Bear Hug	○+○
Headbutt Thrust	○
Shorrange Larat	○+○
Shoulder Breaker	○+○
Tonga Death Grip	○+○
(Voltage Meter flashing)	
Shift to Back Grapple	○
Throw Opponent into Ropes	○+○
Break Grapple	○

## Grappling Opponent from Behind

Back Pull Down	○
Neckbreaker	○+○
Atomic Drop	○+○
Back Elbow	○+○
Waist Elbow	○+○
Back Headbutt	○+○

## Grappling Groggy Opponent from Behind

Back Drop 3	○
Belly to Back	○+○
Primum Backbreaker	○+○
Back Larat	○+○
Atomic Whip	○+○
School Boy	○+○
Back Drop 3	○+○
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Haku Splash™	○
Headbutt	○+○

## Opponent Lying on Back (Submission Holds)

Head Pound (upper body)	○+○
Head Pound (lower body/Voltage Meter flashing)	○+○
Thigh Kick (lower body)	○+○
Thigh Kick (lower body/Voltage Meter flashing)	○+○

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	○+○
Face Pound (lower body/Voltage Meter flashing)	○+○
Knee Crusher (lower body)	○+○
Knee Crusher (lower body/Voltage Meter flashing)	○+○

## Running at Opponent

Tackle 2	○
Tackle 1	○+○
(Voltage Meter flashing)	
Neckbreaker (front)	○
Bulldozing Head Lock (back)	○
Down Headbutt (opponent down)	○

## Counter Running Enemy

Shoulder Through	○+○
Power Slam	○+○
Power Slam	○+○
(Voltage Meter flashing)	
Back Elbow	○
Low Dropkick 1	○+○

## Opponent Leaning on Turnbuckle

Over Hand Combo (front)	○+○
Punch (front)	○+○
Haku Hammer™ (front)	○+○
Suplex	○+○
(front/Voltage Meter flashing)	
Corner Pull Down (back)	○+○
Corner Push Combo (back)	○+○
Lariat (back)	○+○
Back Drop	○+○
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Handle	○
Diving Leg Drop	○+○
N/A	○+○
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle (toward corner)	○+○
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## Opponent on Corner Post

Wave Rope (opponent facing ring)	○
Taprope Thrust (opponent facing outside)	○

## Superstar on Apron Grappling Opponent in Ring

Front Rope Shut Gun (opponent facing outside)	○
Sleeper Hold (opponent facing ring)	○

## Superstar in Ring Grappling Opponent on Apron

Suplex	○
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## Flying Attack from Ring to Outside

N/A (toward rope)	○+○
Basahai Slide Kick (running)	○+○

## Flying Attack from Apron to Outside

Double Axe Handle (toward outside)	○+○
Double Axe Handle (running)	○

## Flying Attack from Apron to Ring

N/A (toward ring)	○+○
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	○+○
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## Taunts

Check Hand	○
Haku 1™	○+○
Taunt (on corner post)	○
Taunt (in corner)	○
Taunt (on apron)	○



## Back Drop





### HARDCORE HOLLY™

Hardcore Holly™ is hardcore to the bone. He's not above cracking a glass pitcher or coffee mug in someone's face so long as it results in victory. That attitude is perfect for the Federation's Hardcore Division. In addition, he's one of the most technically sound competitors in the Federation. His dropkick is considered by many to be the best in the business.

C H A R A C T E R I S T I C S

HEIGHT: 6'1"      WEIGHT: 242 lbs.

FROM: Mobile, AL



#### This is Hardcore

Falcon Arrow



Reverse DDT



Back Drop



**Superstar Standing**

Grapple	0
American Jab R	0
Body Punch R	0+0
Shotrange Clothesline	0+0
American Jab L	0+0
Toe Kick R1	0+0
Driving Clothesline	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

**Grappling Opponent from Front**

Scoop Slam	0+0
Arm Wrench	0+0
High Speed Brain Buster	0+0
Knee Attack	0+0
Monkey Toss	0+0
Elbow	0+0
Back Drop	0+0
Sledge Hammer	0+0
Knee Attack	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

**Grappling Groggy Opponent from Front**

Powerbomb	0
Mainhattan Drop	0+0+0
Low Blow	0+0+0
Head Lock Punch	0+0+0
Powerbomb Whip	0+0+0
Suplex 2	0+0+0
Falcon Arrow	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

**Grappling Opponent from Behind**

Back Pull Down	0
Neckbreaker	0+0+0
Back Drop 2	0+0+0
Back Elbow	0+0+0
Knee Crusher	0+0+0
Wrist Elbow	0+0+0

**Grappling Groggy Opponent from Behind**

Sidewalk Slam	0
Back Drop 3	0+0+0
Pendulum Backbreaker	0+0+0
Back Larat	0
Atomic Drop	0+0+0
School Boy	0+0+0
Reverse DDT	0+0
(Voltage Meter flashing)	

**Opponent on Ground (Striking Moves)**

Stamping	0
Elbow	0+0

**Opponent Lying on Back (Submission Holds)**

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Stamping (lower body)	0+0
Stamping	0+0
(lower body/Voltage Meter flashing)	

**Opponent Lying on Stomach (Submission Holds)**

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Half Boston Club	0+0
(lower body)	
Half Boston Club	0+0
(lower body/Voltage Meter flashing)	

**Running at Opponent**

Clothesline	0
Dropkick 2	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Lag Trip (back)	0
Elbow Drop 1	0
(opponent down)	

**Counter Running Enemy**

Shoulder Through	0
Power Slam	0+0
Power Slam	0+0
(Voltage Meter flashing)	
Back Elbow	0
Dropkick 1	0+0

**Opponent Leaning on Turnbuckle**

Over Hand Combo (front)	0
Stamping Combo (front)	0+0+0
Pull Down (front)	0+0+0
Super	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0+0
Corner Push Combo	0+0+0
(back)	
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

**Superstar on Corner Post**

Double Axe Handle	0
Diving Leg Drop	0
N/A	0+0
(Voltage Meter flashing)	

**Superstar on Second Turnbuckle**

Dropkick (forward corner)	0+0
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**Opponent on Corner Post**

Wave Rope	0
(opponent facing ring)	
Torsoe Thrust	0
(opponent facing outside)	

**Superstar on Apron Grappling Opponent in Ring**

Front Rope Shun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

**Superstar in Ring Grappling Opponent on Apron**

Suplex	0
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**Flying Attack from Ring to Outside**

Plancha (toward rope)	0+0
Baseball Slide Kick	0
(running)	

**Flying Attack from Apron to Outside**

Double Axe Handle	0+0
(toward outside)	
Dropkick (running)	0

**Flying Attack from Apron to Ring**

Swan Dive Body Attack	0+0
(toward ring)	

**Flying Attack from Ropes: Both Superstars in Ring**

N/A (toward rope)	0+0
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**Taunts**

Hardcore 1	0
Point at Me	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

**Plancha**

### IVORY™

Just when it appeared that WCW™/ECW Alliance couldn't get any hotter, along came Ivory™. The former spokeswoman for the World Wrestling Federation® faction Right to Censor™ let her hair down and joined WCW™ on August 6 during RAW®. Ivory™ came to the aid of the hottest women in sports entertainment: Torrie Wilson™ and Stacy Keibler™. Ivory's™ helping hand allowed Stacy and Torrie to emerge from their match with a win over Jacqueline™ and also signified the beautiful Ivory's™ return. It's great to see Ivory™ back in action!

Start Select C

#### CAREER HIGHLIGHTS

Women's Champion (3)



#### Ivory™ in Action

Ivory Falcon Arrow™



Back Low Blow



Ivory™ Body Slam



in p v e s

### Superstar Standing

Grapple	0
Over Hand	0
Slap A	0+0
Back Chop	0+0
Slap L	0+0
Toe Kick B2	0+0
Low Blow	0+0
(Voltage Meter flashing)	0+0
Block	0
Counter Strike	0+0

### Grappling Opponent from Front

Scoop Slam	0+0
Arm Wrench	0+0
Hammer Lock	0+0
Monkey Toss	0+0
Over Hand	0+0
Elbow	0+0
Back Chop	0+0
Toe Kick	0+0
Monkey Toss	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Groggy Opponent from Front

Small Package Hold	0
Ivory Body Slam™	0+0+0
Low Blow	0+0+0
Head Lock Punch	0+0+0
Phediver	0+0+0
Suplex	0+0+0
Ivory Falcon Arrow™	0+0
(Voltage Meter flashing)	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Opponent from Behind

Back Pull Down	0
Neckbreaker	0+0+0
Sidewalk Slam	0+0+0
Back Elbow	0+0+0
Leg Trip	0+0+0
Waist Elbow	0+0+0

### Grappling Groggy Opponent from Behind

Knee Crusher	0
Back Drop	0+0+0
Sidewalk Slam	0+0+0
Sleeper Hold	0
School Boy	0+0+0
Back Pin	0+0+0
Back Low Blow	0+0
(Voltage Meter flashing)	0+0

### Opponent on Ground (Striking Moves)

Stomping	0
Stomping	0+0

### Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	0+0
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	0+0

### Opponent Lying on Stomach (Submission Holds)

Camel Clutch (upper body)	0+0
Camel Clutch	0+0
(upper body/Voltage Meter flashing)	0+0
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	0+0

### Running at Opponent

Running Elbow Pad	0
Running Elbow Pad	0+0
(Voltage Meter flashing)	0
Neckbreaker (front)	0
Leg Trip (back)	0
Stamping (opponent down)	0

### Counter Running Enemy

Leg Scissors	0
Shoulder Through	0+0
Shoulder Through	0+0
(Voltage Meter flashing)	0+0
Back Elbow	0+0
Back Elbow	0+0

### Opponent leaning on Turnbuckle

Tackle (front)	0+0
Punch (front)	0+0+0
Stamping Combo (front)	0+0+0
Suplex	0+0+0
(front/Voltage Meter flashing)	0+0+0
Corner Pull Down (back)	0+0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	0+0

### Superstar on Corner Post

Double Axe Handle	0
N/A	0+0
(Voltage Meter flashing)	0+0

### Superstar on Second Turnbuckle

Double Axe Handle	0
(toward corner)	0+0

### Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	0
Turnbuckle Thrust	0
(opponent facing outside)	0

### Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	0
Drop	0
(opponent facing ring)	0

### Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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### Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Slide Kick (running)	0

### Flying Attack from Apron to Outside

Double Axe Handle (toward outside)	0+0
Double Axe Handle (running)	0

### Flying Attack from Apron to Ring

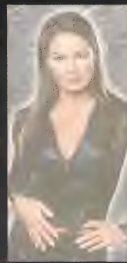
N/A (toward ring)	0+0
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### Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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### Taunts

Clap Hand	0
Point at Women	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



### Suplex



### JEFF HARDY™

The Hardy Boyz™ forever inscribed their names in the annals of World Wrestling Federation® history with their breathtaking performance in the Ladder Match at October 1999's *No Mercy™* Pay-Per-View, when they defeated Edge™ & Christian™ in a ladder match. Since then, the Hardy™ have been a part of nearly every memorable tag team match the Federation has put on, including the infamous TLC Match™ from *SummerSlam®* 2000. Still in their early 20s, Matt and Jeff Hardy™ are two of the youngest and most gifted high-flying superstars in World Wrestling Federation® history.

#### S T A T I S T I C S

HEIGHT: 6'2" WEIGHT: 215 lbs.

FROM:  
Cameron, NC

CAREER HIGHLIGHTS  
Intercontinental Champion,  
Light Heavyweight Champion,  
Hardcore Champion (2),  
Tag Team Champion (4)



#### Jeff's High-Flying Antics

Jeff's Twist of Fate™



Hopper Rolling Pin



Whisper in the Wind





m o v e s

## Superstar Standing

Grapple	0
Over Hand	0
Back Chop	0+0
Dropkick 3	0
Elbow	0+0
Toe Kick R2	0+0
Driving Clothesline	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0

## Grappling Opponent from Front

Scoop Slam	0
Neckbreaker 2	0
Suplex	0+0
Arm Wrench	0+0
Snagmare	0+0
Knuckle Part	0+0
Elbow	0+0
Grapple Dropkick	0+0
Toe Kick	0+0
Head Lock Punch	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

DDT	0
Northernlights Suplex	0/0+0
Small Package Hard	0/0+0
Jeff Chin Crusher	0
Northernlights Suplex	0/0+0
Humancrana Punch	0/0+0
Twist of Fate	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Face Crusher	0
Back Drop	0/0+0
Neckbreaker	0/0+0
Back Elbow	0
Russian Leg Sweep	0/0+0
Back Pull Down	0/0+0

## Grappling Groggy Opponent from Behind

School Boy	0
Back Drop 5	0/0+0
Hopping Rolling Pin	0/0+0
Back Lariat	0
Buildup Head Lock	0/0+0
Sleeper Hold	0/0+0
Hopping Rolling Pin	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Samdrop	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Jeff Leg Drop™	0+0
(lower body)	
Jeff Leg Drop™	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Ra Manistral (upper body)	0+0
Ra Manistral	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Flying Wheel Kick	0
Flying Wheel Kick	0+0
(Voltage Meter flashing)	
Humancrana (front)	0
Buildup Head Lock	0
(back)	
Stomping (opponent down)	0

## Counter Running Enemy

Leg Scissors	0
Humancrana	0+0
Humancrana	0+0
(Voltage Meter flashing)	
Back Elbow	0
Dropkick 1	0+0

## Opponent leaning on Turnbuckle

Over Hand Combo (front)	0/0+0
Pull Down (front)	0/0+0
Stomping Combo (front)	0/0+0
Frankensteiner	0+0

(front/Voltage Meter flashing)	
Corner Pull Down (back)	0/0
Corner Push Combo (back)	0/0+0
Lariat (back)	0/0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Whisper in the Wind	0
Diving Leg Drop	0
Swanton Bomb™	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Leg Drop 1 (toward corner)	0+0
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## Opponent on Corner Post

Wave Ripe	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Top Rope (running)	0

## Flying Attack from Apron to Outside

Moonsault (toward outside)	0+0
Dropkick (running)	0

## Flying Attack from Apron to Ring

Swan Dive Dropkick	0+0
(toward ring)	

## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Hardys 1™	0
Hardys 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



## JUSTIN CREDIBLE™

Initially, Justin Credible™ was known as P.J. Walker™ and Aldo Montoya™ in the World Wrestling Federation®. Once ECW got a hold of him, Walker™ dropped the gold jock strap and developed a nasty streak that vaulted him to Superstardom. In ECW, Credible™ was one-half of the Impact Players with Lance Storm™. To say that Credible™ had an impact on ECW is an understatement. Armed with a mean streak to go with a cunning, disturbing personality, Credible™ ran roughshod through ECW's roster en route to becoming a World Heavyweight Champion and a World Tag Team Champion. After returning to the Federation, Credible™ teamed with X-Pac™ and Albert™ to form X-Factor. But once his teammates captured Federation gold, Credible™ was inexplicably the odd man out. For Credible™, there was no better way to get even than to leave X-Factor and return to his ECW roots. Whether Credible™ reunites with Storm™, or he excels as singles competitor, the sports entertainment world will continue to learn that he is just incredible!

1 2 3 4 5 6 7 8 9 10

HEIGHT

5'10"

WEIGHT

225 lbs.

FROM

Unknown



## Simply Incredible

That's Incredible™



Back Low Blow



Suplex



# MOVIES

## Superstar Standing

Grapple	0
American Job R	0+0
Elbow	0+0
Side Kick 1	0+0
Back Chop	0+0
Toe Kick 1	0+0
Low Blow	0+0
(Voltage Meter flashing)	0
Back	0
Counter Strike	0+0

## Grappling Opponent from Front

Monkey Toss	0
Neckbreaker 2	0+0
Scoop Slam	0+0
Arm Wrench	0+0
Snapmare	0+0
Elbow	0+0
Back Chop	0+0
Eye Rake	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

DDT	0
Small Package Hold	0+0+0
Powerbomb Whip	0+0
Shortrange Lariat	0
Manhattan Drop	0+0+0
Northernlights Suplex	0+0
That's incredible™	0+0
(Voltage Meter flashing)	0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Buildup Head Lock	0+0+0
Back Drop	0+0
Back Elbow	0+0
Waist Elbow	0+0+0
Knee Crusher	0+0

## Grappling Groggy Opponent from Behind

School Boy	0
Back Pin	0+0+0
Back Drop 2	0+0
Back Lariat	0
Atomic Drop	0+0+0
Sleeper Hold	0+0
Back Low Blow	0+0
(Voltage Meter flashing)	0

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	0
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	0

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	0
Back Mount Punch	0+0
(lower body)	0
Back Mount Punch	0+0
(lower body/Voltage Meter flashing)	0

## Running at Opponent

Clothesline	0
Clothesline	0+0
(Voltage Meter flashing)	0
Neckbreaker (front)	0
1 Hand Facecrusher	0
(back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Arm Whip	0
Shoulder Through	0+0
Shoulder Through	0+0
(Voltage Meter flashing)	0
Back Elbow	0
Back Elbow	0+0

## Opponent Leaning on Turnbuckle

Tackle (front)	0
Punch Combo (front)	0+0+0
Low Leg Choke (front)	0+0+0
Suplex	0+0

(front/Voltage Meter flashing)	0
Corner Pull Down (back)	0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	0

## Superstar on Corner Post

Double Axe Handle	0
Driving Leg Drop	0+0
N/A	0+0
(Voltage Meter flashing)	0

## Superstar on Second Turnbuckle

Droptick (toward corner)	0+0
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## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	0
Toprope Thrust	0
(opponent facing outside)	0

## Superstar on Apron Grappling Opponent in Ring

Front Rope Shut Gun	0
(opponent facing outside)	0
Sleeper Hold	0
(opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Shut Gun	0
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## Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Baseball Slide Kick	0
(running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	0
Double Axe Handle	0
(turning)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Justin 1™	0
Common Taunt 1	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



### KANE™

No Superstar in history has made more of an immediate impact than Kane™. On October 5, 1997, the world met Kane™, as the seven-foot monster tore off the door to "Hell in the Cell™" in order to get to his brother, the Undertaker®. The siblings later fought in the first-ever Inferno Match™. Less than one year after he arrived, Kane™ became the World Wrestling Federation® Champion by defeating Stone Cold Steve Austin™ at the 1998 *King of the Ring®*. Though his reign was short-lived, the seven-foot monster proved he could live up to all expectations. Since then, Kane™ has been a Tag Team Champion on three occasions. Once a man of no emotion, Kane™ has somewhat broken out of his shell. However, the 7-footer still remains a monster in the ring.

#### CHARACTERISTICS

**HEIGHT** 7'0" **WEIGHT** 326 lbs.

**FROM**  
Unknown

#### CAREER HIGHLIGHTS

**Federation Champion,  
Intercontinental Champion,  
Hardcore Champion,  
Tag Team Champion (6)**



### Kane™, All Fired Up



## KANE™

## Superstar Standing

Grapple	0
Punch R Kane™	0
Upper Elbow	0+0
Big Boot	0+0
Back Elbow	0+0
Toe Kick 1	0+0
Shorrfange Clothstine	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

High Angle Body Slam™	0
Arm Breaker	0+0
Suplex	0+0
Head Lock Punch	0+0
Facecrusher	0+0
Knuckle Part	0+0
Headbutt	0+0
1 Hand Sledge Hammer	0+0
Knee Attack	0+0
Side Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent

Block Front	0
Pendulum Back Breaker	0
Oklahoma Stampede	0+0+0
Tombstone Piledriver	0+0+0
Toe Kick Upper	0
Shorrfange Lariat	0+0+0
Neck Hanging Tree	0+0+0
Chokeslam	0+0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Russian Leg Sweep	0+0+0
Sidewalk Slam	0+0+0
Back Elbow	0
Knee Crusher	0+0+0
Atomic Drop	0+0+0

## Grappling Groggy Opponent from Behind

School Boy	0
Back Drop 3	0+0+0
Pendulum Backbreaker	0+0+0
Back Lariat	0
Sleeper Hold	0+0+0
Atomic Whip Air	0+0+0
Back Drop 3	0+0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Leg Drop	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Clothesline	0+0
Clothesline	0+0
(Voltage Meter flashing)	
Taker™ DOT (front)	0
Buildup Head Lock	0
(back)	0
Leg Drop (opponent down)	0

## Counter Running Enemy

Shoulder Trough	0
Chokeslam	0+0
Chokeslam	0+0
(Voltage Meter flashing)	
Back Elbow	0
Big Boot	0+0

## Opponent Lying on Turnbuckle

Tackle (front)	0
Pull Down (front)	0+0+0
Stomping Combo (front)	0+0+0
Brain Buster	0+0
(front/Voltage Meter flashing)	
Pull Down (back)	0+0+0
Corner Pound Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Kane Diving Lariat™	0
Knee Drop	0+0
N/A	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Deadly Drive	0
(opponent facing ring)	
Thorpe Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent in Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Slide Kick	0
(running)	

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle	0
(running)	

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes Both Superstars in Ring

N/A (toward rope)	0+0
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## Throws

Kane 1™	0
Kane 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0





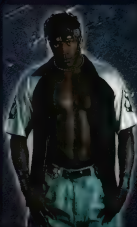
### K-KWIK™

K-Kwik™ is a high-flying rapper who loves to "Get Rowdy!" He had his first memorable Federation debut on *HEAT*®, where he electrified the crowd with an amazing rap performance. Ever since, K-Kwik™ has proven to be a worthy competitor in the squared circle, using his speed and high-flying maneuvers to attack his opponents.

#### S T A T I S T I C S

HEIGHT  
6'1"

WEIGHT  
230 lbs.



### K-Kwik™ Gettin' Rowdy

Reverse Falcon Arrow



Back Drop 3



Zero Kick™



m o v e s

**Superstar Standing**

Grapple	0
American Jab R	0
Elbow	0+0
American Punch R	0+0
Body Punch R	0+0
Toe Kick R	0
Punch K-Kwik™	0+0
(Voltage Meter flashing)	0+0
Block	0
Counter Strike	0+0

**Grappling Opponent from Front**

Monkey Toss	0
Neckbreaker 2	0+0
Suplex	0+0
Arm Wrench	0+0
Snapsnare	0+0
Elbow	0+0
Back Chop	0+0
Side Elbow	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

**Suplex****Grappling Groggy Opponent from Front**

DDT	0
Small Package Hold	0+0+0
Hurricanrana Pin	0+0+0
Dancing Punch Combo	0
Manhattan Drop	0+0+0
Hogging Rolling Pin	0+0+0
Reverse Falcon Arrow	0+0
(Voltage Meter flashing)	0
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

**Grappling Opponent from Behind**

Back Pull Down	0
Leg Trip	0+0+0
Back Drop	0+0+0
Back Elbow	0+0+0
Waist Elbow	0+0+0
Knee Crusher	0+0+0

**Grappling Groggy Opponent from Behind**

Back Drop 3	0
German Suplex	0+0+0
School Boy	0+0+0
Back Lariat	0
Atomic Drop	0+0+0
Sleeper Hold	0+0+0
Back Drop 3	0+0
(Voltage Meter flashing)	0

**Opponent on Ground (Striking Moves)**

Stomping	0
Elbow	0+0

**Opponent Lying on Back (Submission Holds)**

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	0+0
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	0+0

**Opponent Lying on Stomach (Submission Holds)**

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	0+0
Back Mount Punch	0+0
(lower body)	0+0
Back Mount Punch	0+0
(lower body/Voltage Meter flashing)	0+0

**Running at Opponent**

Zero Kick	0+0
Zero Kick	0+0
(Voltage Meter flashing)	0
Neckbreaker (front)	0
1 Hand Facecrusher (back)	0
Stomping (opponent down)	0

**Counter Running Enemy**

Shoulder Through	0
Power Slam	0+0
Power Slam	0+0
(Voltage Meter flashing)	0
Back Elbow	0
Wheel Kick	0+0

**Opponent Leaning on Turnbuckle**

Over Hand Combo (front)	0+0+0
Pull Down (front)	0+0+0
Stomping Combo (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	0
Corner Pull Down (back)	0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	0

**Superstar on Corner Post**

Dreppick	0
Singshot Leg Drop	0
Singshot Leg Drop	0+0
(Voltage Meter flashing)	0

**Superstar on Second Turnbuckle**

Dreppick (toward corner)	0+0
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**Opponent on Corner Post**

Deadly Drive	0
(opponent facing ring)	0
Torpedo Thrust	0
(opponent facing outside)	0

**Superstar on Apron Grappling Opponent in Ring**

Front Rope Shun Gun	0
(opponent facing outside)	0
Sleeper Hold	0
(opponent facing ring)	0

**Superstar in Ring Grappling Opponent on Apron**

Stun Gun	0
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**Flying Attack from Ring to Outside**

Plancha (toward rope)	0+0
(baseball) Side Kick (running)	0

**Flying Attack from Apron to Outside**

Double Axe Handle (toward outside)	0+0
Double Axe Handle (running)	0

**Flying Attack from Apron to Ring**

N/A (toward ring)	0+0
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**Flying Attack from Ropes: Both Superstars in Ring**

N/A (toward rope)	0+0
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**Taunts**

K-Kwik 1™	0
K-Kwik 2™	0+0
Taunt (on corner post)	0
Taunt (on corner)	0
Taunt (on apron)	0



## KURT ANGLE™

Angle™ takes himself very seriously, calling himself the only "real athlete" in the World Wrestling Federation®. When the crowd is not behind him, Kurt™ wonders how anyone could boo a gold medallist. Angle™'s rookie year in the Federation was arguably the best year for any Superstar in the Federation's history. After first winning the European and Intercontinental Titles, Kurt™ then proceeded to win the 2000 edition of the *King of the Ring*® Tournament. The capper of his Y2K, however, was when the American Hero captured the World Wrestling Federation® Championship after defeating The Rock® at *No Mercy*® on Nov. 22, 2000.

HEIGHT WEIGHT  
6'2" 220 lbs.

FROM  
Pittsburgh, PA

CAREER HIGHLIGHTS  
Champion, European Champion,  
Intercontinental Champion,  
2000 King of the Ring®,  
Hardcore Champion, Inductee into the  
Amateur Wrestling Hall of Fame



## All American Hero in Action

Angle Slam™



Back Low Blow



Ankle Lock



**Superstar Standing**

Grapple	0
Punch R Kurt™	0+0
Low Kick Kurt™	0+0
Punch L Kurt™	0+0
American Jab L	0+0
Toe Kick R/L	0+0
Diving Clothesline 1	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

**Grappling Opponent from Front**

Scoop Slam	0
Snapmare	0+0
Suplex	0+0
Fireman's Carry	0+0
Double Tackle	0+0
Knuckle Part	0+0
Eye Raker	0+0
1 Hand Slide Hammer	0+0
Toe Kick	0+0
Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

**Grappling Groggy Opponent from Front**

Front Suplex Whip	0
Bear Hug	0+0+0
Small Package Hold 3	0+0+0
Punch Rush	0+0+0
Low Blow	0+0+0
Shoeshine Lariat	0+0
Angle Slam™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

**Grappling Opponent from Behind**

Back Drop 2	0
Leg Trip	0+0+0
Russian Leg Sweep	0+0+0
Back Elbow	0+0+0
Knee Crusher	0+0+0
Back Pull Down	0+0+0

**Grappling Groggy Opponent from Behind**

School Boy	0
German Suplex	0+0+0
Belly to Back	0+0+0
Rack Lariat	0+0+0
German Suplex Whip	0+0+0
Sleeper Hold	0+0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

**Opponent on Ground (Striking Moves)**

Stomping	0
Stomping	0+0

**Opponent Lying on Back (Submission Holds)**

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Stomping (lower body)	0+0
Stomping	0+0
(lower body/Voltage Meter flashing)	

**Opponent Lying on Stomach (Submission Holds)**

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Ankle Lock	0+0
(lower body/Voltage Meter flashing)	

**Running at Opponent**

Clothesline	0
Clothesline	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Buildgong Head Lock (back)	0
Stomping (opponent down)	0

**Counter Running Enemy**

Shoulder Through	0
Front Suplex Whip	0+0
Front Suplex Whip	0+0
(Voltage Meter flashing)	
Back Elbow	0
Back Elbow	0+0

**Opponent Leaning on Turnbuckle**

Tackle (front)	0
Pull Down (front)	0+0+0
Stomping Combo (front)	0+0+0
Neckbreaker	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

**Superstar on Corner Post**

Double Axe Handle	0
Knee Drop	0
Monsieur Kurt	0+0
(Voltage Meter flashing)	

**Superstar on Second Turnbuckle**

Double Axe Handle	0+0
(toward corner)	

**Opponent on Corner Post**

Wave Rope	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

**Superstar on Apron Grappling Opponent in Ring**

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

**Superstar in Ring Grappling Opponent on Apron**

Stun Gun	0
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**Flying Attack from Ring to Outside**

N/A (toward rope)	0+0
Baseball Slide Kick (running)	

**Flying Attack from Apron to Outside**

Double Axe Handle (toward outside)	0+0
Double Axe Handle (running)	0

**Flying Attack from Apron to Ring**

N/A (toward ring)	0+0
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**Flying Attack from Ropes: Both Superstars in Ring**

N/A (toward rope)	0+0
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**Taunts**

Kurt 1™	0
Kurt 2™	0+0
Taunt (on corner post)	0+0
Taunt (in corner)	0
Taunt (on apron)	0



## LITA™

This fiery redhead has proven time and time again she packs more than a sultry look. Both men and women have fallen victim to Lita's™ arsenal of moonsaults and hurricanranas. Lita's™ Federation career took off when she became Women's Champion, and since teaming with the Hardy Boyz™, it has showed no signs of slowing down. Given her ability in the ring, combined with her stunning looks, Lita™ could easily get her hands on anything she wants—be it Tag Team gold for the Hardy Boyz™ or a second reign as Women's Champion for herself.

E L B L L S L S C S

## CAREER HIGHLIGHTS

## Women's Champion



## Lovely Lita™ Lays the Moves!

Matt Twist of Fate™



Back Low Blow



Frankensteiner





## Superstar Standing

Grapple	0
Elbow	0
Slap R	0+0
Low Drop Kick 2	0+0
Slap L	0+0
Tae Kick R2	0+0
Low Blow	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

Scoop Slam	0
Arm Wrench	0+0
High Speed Brain Buster	0+0
Hammer Lock	0+0
Monkey Toss	0
Over Hand	0
Elbow	0+0
Back Chop	0+0
Toe Kick	0+0
Slap	0+0
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

DOT	0
Northernlights Suplex	0+0+0
Hopping Rolling Pin	0+0
Jeff Chin Breaker™	0+0
Neckbreaker 2	0+0+0
Small Package Hold	0+0+0
Twist of Fate	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Heckbreaker	0+0+0
Packcrusher	0+0+0
Back Elbow	0
Leg Trip	0+0+0
Wrest Elbow	0+0+0

## Grappling Groggy Opponent from Behind

Sleeper Hold	0
Russian Leg Sweep	0+0+0
Back Drop	0+0+0
Knee Crusher	0
Hopping Rolling Pin	0+0+0
School Boy	0+0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Somerset	0+0

## Opponent Lying on Back (Submission Holds)

Head Pound (upper body)	0+0
Head Pound	0+0
(upper body/Voltage Meter flashing)	
Half Boston Club	0+0
(lower body)	
Half Boston Club	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

La Majestral (upper body)	0+0
La Majestral	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Flying Wheel Kick	0+0
Flying Wheel Kick	0+0
(Voltage Meter flashing)	
Hurricanrana (front)	0
Buildoging Head Lock	0
(back)	
Stomping (opponent down)	0

## Consider Running Enemy

Leg Scissors	0
hurricanrana	0+0
hurricanrana	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Dropkick 1	0+0

## Opponent Lying on Turnbuckle

Over Hand Combo (front)	0+0
Punch (front)	0+0+0
Low Leg Choke (back)	0+0+0
Frankensteiner	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Reverse Frankenstein	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Drop Kick	0
Diving Body Press	0
Moonsault Lita™	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Leg Drop 1 (forward corner)	0+0
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## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Torpedo Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Pancho (toward rope)	0+0
Tape Congro (running)	0

## Flying Attack from Apron to Outside

Moonsault (toward outside)	0+0
Dropkick (running)	0

## Flying Attack from Apron to Ring

Swan Dive Dropkick	0+0
(toward ring)	

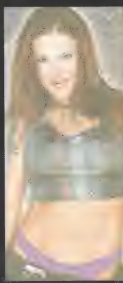
## Flying Attack from Ropes: Both Superstars in Ring

M/A (toward rope)	0+0
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## Taunts

Hardys 1™	0
Hardys 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## Reverse Frankenstein



## MATT HARDY™

The Hardy Boyz™ forever inscribed their names in the annals of World Wrestling Federation® history with their breathtaking performance in the Ladder Match at October 1999's *No Mercy*® Pay-Per-View, when they defeated Edge™ & Christian™ in a ladder match. Since then, the Hardyz™ have been a part of nearly every memorable tag team match the Federation has put on, including the infamous TLC Match™ from *SummerSlam*® 2000. Still in their early 20s, Matt and Jeff Hardy™ are two of the youngest and most gifted high-flying superstars in World Wrestling Federation® history.

1 2 3 4 5 6 7 8 9 10

HEIGHT WEIGHT  
6'2" 225 lbs.

FROM  
Cameron, NC

CAREER HIGHLIGHTS  
European Champion,  
Hardcore Champion,  
Tag Team Champion (4)



## Matt Hardy™ Mayhem

Must Finish It First™



Over the Top™



Superkick™



## MOVES

### Superstar Standing

Grapple	0
American Judo R	0
Back Chop	0+0
Rolling Punch Mat	0+0
Elbow	0+0
Toe Kick R2	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

### Grappling Opponent from Front

Scoop Slam	0
Neckbreaker 2	0
Suplex	0+0
Ain Wrench	0+0
Monkey Toss	0+0
Knuckle Part	0
Elbow	0+0
1 Hand Sledge Hammer	0+0
Toe Kick	0+0
Head Lock Punch	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Groggy Opponent from Front

Side Suplex	0
Northern Lights Suplex	0+0+0
Small Package Hold	0+0+0
Punch x2 Rolling Punch	0+0+0
Northern Lights Suplex	0+0+0
Kawudo	0+0+0
Matt Twist of Fate™	0+0+0
(Voltage Meter flashing)	
Throw Opponent into Ropes	0+0+0
Break Grapple	0

### Grappling Opponent from Behind

Facecrusher	0
Back Drop	0+0+0
Neckbreaker	0+0+0
Waist Elbow	0+0+0
Russian Leg Sweep	0+0+0
Back Pull Down	0+0+0

### Grappling Groggy Opponent from Behind

School Boy	0
Back Drop 3	0+0+0
Hopping Rolling Pin	0+0+0
Back Lariat	0+0+0
Buildupping Head Lock	0+0+0
Sleeper Hold	0+0+0
Sleeper Drop	0+0+0
(Voltage Meter flashing)	

### Opponent on Ground (Striking Moves)

Stomping	0
Somerset	0+0

### Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Jeff Leg Drop™	0+0
(lower body)	
Jeff Leg Drop™	0+0
(lower body/Voltage Meter flashing)	

### Opponent Lying on Stomach (Submission Holds)

La Majestral (upper body)	0+0
La Majestral	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

### Running at Opponent

Flying Wheel Kick	0
Flying Wheel Kick	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
1 Hand Face Crusher (back)	0
Sunset Flip	0
(opponent down)	

### Counter Running Enemy

Leg Scissors	0
Hurricanrana	0+0
Hurricanrana	0+0
(Voltage Meter flashing)	
Back Elbow	0
Dropkick 2	0+0

### Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0
Punch Combo (front)	0+0+0
Stomping Combo (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pul Down (back)	0+0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0+0
(back/Voltage Meter flashing)	

### Superstar on Corner Post

Dropkick	0
Diving Leg Drop	0
Moonsault Kick	0+0
(Voltage Meter flashing)	

### Superstar on Second Turnbuckle

Leg Drop 1 (toward corner)	0+0
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### Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Torpedo Thrust	0
(opponent facing outside)	

### Superstar on Apron Grappling Opponent in Ring

Front Rope Sun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

### Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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### Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Topo Congro (running)	0

### Flying Attack from Apron to Outside

Moonsault (toward outside)	0+0
Dropkick (running)	0

### Flying Attack from Apron to Ring

Slingshot Leg Drop	0+0
(toward ring)	

### Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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### Taunts

Hardys 1™	0
Hardys 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



## MOLLY HOLLY™

Molly Holly™ came to the World Wrestling Federation® when her cousin Crash™ was having some trouble with Test™, Albert™ and Trish™. Crash™ refused to fight Trish™, so he called on Molly™. Molly™ has had numerous matches against Trish™, and has had a few shots at the Women's Title. Most recently, Mighty Molly™ joined forces with The Hurricane™, and the two have become quite a force in the WCW™/ECW Alliance.



## Molly's Moves

Molly Bomb™



Reverse DDT



Molly-Go-Round™



## Superstar Standing

Grapple	0
Over Hand	0
Slip in	0+0
Low Drop Kick 2	0+0
Back Chop	0+0
Toe Kick R2	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

Scoop Slam	0
Arm Wrench	0+0
Half Whip	0+0
Hammer Lock	0+0
Monkey Toss	0+0
Over Hand	0+0
Elbow	0+0
Back Chop	0+0
Toe Kick	0+0
Slip	0
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

Hurricanrana Pin	0
High Speed Brain Buster	0+0+0
Small Package Hold	0+0+0
Head Lock Punch	0+0+0
Fireman's Carry	0+0+0
Monkey Flip	0+0+0
Molly Bomb™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Neckbreaker	0+0+0
Face Crusher	0+0+0
Back Elbow	0
Leg Trip	0+0+0
Waist Elbow	0+0+0

## Grappling Groggy Opponent from Behind

Back Drop 2	0
Hop-on Rolling Pin	0+0+0
School Boy	0+0+0
Back Lariat	0
Back pin	0+0+0
Sleeper Hold	0+0+0
Reverse DDT	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Stomping	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Arm Wrench (upper body)	0+0
Arm Wrench	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Tackle 2	0+0
Clothesline	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Leg Trip (back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Shoulder Through	0
Arm Whip	0+0
Leg Scissors	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Back Elbow	0+0

## Opponent Lining on Turnbuckle

Over Hand Diving (front)	0+0
Stomping Combo (front)	0+0+0
Lane Leg Choke (front)	0+0+0
Molly Go-Round™	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Diving Body Press	0
Diving Leg Drop	0
N/A	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Dropkick (toward corner)	0+0
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## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Tropole Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Slap Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Slam Gun	0
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## Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Baseball Slide Kick	0
(running)	

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Dropkick (running)	0

## Flying Attack from Apron to Ring

Swan Dive Dropkick	0+0
(toward ring)	

## Flying Attack from Ropes: Both Superstars in Ring

Handspring Elbow Strike	0+0
(toward rope)	

## Taunts

Molly 1™	0
Molly 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## Back Drop





## PERRY SATURN™

As soon as Perry Saturn™ walks in a room, you kind of get the feeling that he's not someone you want to mess with. A dozen years after he began chasing his dream of becoming a professional wrestler, Perry Saturn™ has landed in the number one sports-entertainment company in the world. He might not have taken the most direct route to the World Wrestling Federation® but everyone is sure glad he's ended up here. Saturn™ is looking to soon become a main-eventer in the Federation.

HEIGHT WEIGHT

5'10"

234 lbs.

## CAREER HIGHLIGHTS

European Champion,  
Hardcore Champion



## Saturn™'s Ring Tricks

Death Valley Driver



Reverse DDT



Kitchen Sink



MOVES

Superstar Standing

Grapple	0
Over Hand	0
Elbow	0+0
Low Drop Kick 2	0+0
Back Chop	0+0
Toe Kick R1	0+0
Shortrange Clothesline 1	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

Grappling Opponent from Front

Scoop Slam	0
Arm Wrench	0+0
High Speed Brain Buster	0+0
Hammer Lock	0+0
Monkey Toss	0+0
Elbow	0+0
Back Chop	0+0
Headbutt	0+0
Knee Attack	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

Grappling Groggy Opponent from Front

T-Bone Suplex	0
Northernlights Suplex	0+0+0
Twist Fisherman Suplex	0+0+0
Shortrange Lariat	0
Front Suplex Whip	0+0+0
Small Package Hold	0+0+0
Death Valley Driver	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

Grappling Opponent from Behind

Back Pull Down	0
Neckbreaker	0+0+0
Back Drop	0+0+0
Back Elbow	0+0+0
Knee Crusher	0+0+0
Waist Elbow	0+0+0

Grappling Groggy Opponent from Behind

Back Drop 3	0
Pendulum Backbreaker	0+0+0
Pendulum Backbreaker	0+0+0
Back Lariat	0
Gemini Suplex Whip	0+0+0
School Boy	0+0+0
Reverse DDT	0+0
(Voltage Meter flashing)	

Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

Opponent Lying on Back (Submission Holds)

Cross Arm Bar (upper body)	0+0
Cross Arm Bar	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	

Opponent Lying on Stomach (Submission Holds)

Camel Clutch (upper body)	0+0
Camel Clutch	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

Running at Opponent

Kitchen Sink	0+0
Kitchen Sink	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
1 Hand Facecrusher (back)	0
Elbow Drop 1	0
(opponent down)	

Counter Running Enemy

Lag Scissors	0
Running Spine Buster	0+0
Running Spine Buster	0+0
(Voltage Meter flashing)	
Back Elbow	0
Shortrange Clothesline 1	0+0

Opponent Leaning on Turnbuckle

Back Chop (front)	0+0
Put Down (front)	0+0+0+0
Stomping Combo (front)	0+0+0+0
Suplex	0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0
Corner Push Combo (back)	0+0+0+0
Lariat (back)	0+0+0+0
Back Drop	0
(back/Voltage Meter flashing)	

Superstar on Corner Post

Driving Clothesline	0
Driving Elbow	0+0
N/A	0+0
(Voltage Meter flashing)	

Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Drop	0
(opponent facing ring)	

Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Tape Suicide (running)	0

Flying Attack from Apron to Outside

Moonsault (toward outside)	0+0
Dropkick (running)	0

Flying Attack from Apron to Ring

Stingshot Leg Drop	0+0
(toward ring)	

Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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Taunts

Saturn 1™	0
Saturn 2™	0+0
Saturn (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

Suplex



### RAVEN™

“What about me? What about Raven™?” Good question. Citing his miserable past, Raven™ is the master of self-pity. He’s also a master of taking incredible amounts of punishment and coming back for more. A two-time Extreme Championship Wrestling Champion and two-time ECW Tag Team Champion, Raven™ can take it from the best of them, and dish out twice as much. Raven™’s goals in the World Wrestling Federation® are clear: to win some Federation gold and show the world that he’s deserving of the respect he feels has eluded him his entire life.

W T B T A S T A C M

**HEIGHT**      **WEIGHT**  
**6'2"**      **235 lbs.**

**FROM**  
**"The Bowery," NY**

**CAREER HIGHLIGHTS**  
**Hardcore Champion (4)**



### Raven™ in Flight

Raven Effect™



Back Low Blow



Suplex



In O U S

### Superstar Standing

Grapple	0
American Jab R	0
Elbow	0
Diving Clothesline	0
American Punch L	0
Toe Kick L	0
Diving Clothesline	0
(Voltage Meter flashing)	0
Back	0
Counter Strike	0

### Grappling Opponent from Front

Scoop Slam	0
Heckbreaker 2	0
Suplex	0
Falconbuster	0
Monkey Toss	0
Kneeling Tort	0
Head Lock Punch	0
Eye Rake	0
Toe Kick	0
Sledge Hammer	0
Shift to Back Grapple	0
Throw Opponent into Ropes	0
Break Grapple	0

### Grappling Groggy Opponent from Front

Chin Breaker	0
DDT	0
Piledriver	0
Suplex 2	0
Russian Leg Sweep	0
Small Package Hold	0
Raven Effect™	0
(Voltage Meter flashing)	0
Shift to Back Grapple	0
Throw Opponent into Ropes	0
Break Grapple	0

### Grappling Opponent from Behind

Russian Leg Sweep	0
Back Drop	0
Heckbreaker	0
Back Elbow	0
Waist Elbow	0
Back Pull Down	0

### Grappling Groggy Opponent from Behind

School Boy	0
Back Drop 2	0
Bulldozing Head Lock	0
Back Lariat	0
Reverse DDT	0
Sleeper Hold	0
Back Low Blow	0
(Voltage Meter flashing)	0

### Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0

### Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0
Mount Punch	0
(upper body/Voltage Meter flashing)	0
Knee Crusher (lower body)	0
Knee Crusher	0
(lower body/Voltage Meter flashing)	0

### Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0
Face Pound	0
(upper body/Voltage Meter flashing)	0
Knee Crusher (lower body)	0
Knee Crusher	0
(lower body/Voltage Meter flashing)	0

### Running at Opponent

Clothesline	0
Clothesline	0
(Voltage Meter flashing)	0
Neckbreaker (front)	0
Bulldozing Head Lock	0
(back)	0
Stomping (opponent down)	0

### Counter Running Enemy

Shoulder Through	0
Leg Scissors	0
Leg Scissors	0
(Voltage Meter flashing)	0
Back Elbow	0
Back Elbow	0

### Opponent Leaning on Turnbuckle

Tackle (front)	0
Punch (front)	0
Stomping Combo (front)	0
Suplex	0
(front/Voltage Meter flashing)	0
Corner Pull Down (back)	0
Corner Push Combo (back)	0
Lariat (back)	0
Back Body Drop	0
(back/Voltage Meter flashing)	0

### Superstar on Corner Post

Double Axe Handle	0
N/A	0
N/A	0
(Voltage Meter flashing)	0

### Superstar on Second Turnbuckle

Double Axe Handle	0
(toward corner)	0

### Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	0
Torpedo Thrust	0
(opponent facing outside)	0

### Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	0
Sleeper Hold	0
(opponent facing ring)	0

### Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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### Flying Attack from Ring to Outside

N/A (toward rope)	0
Baseball Side Kick	0
(running)	0

### Flying Attack from Apron to Outside

Double Axe Handle	0
(toward outside)	0
Dropkick (running)	0

### Flying Attack from Apron to Ring

N/A (toward ring)	0
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### Flying Attack from Ropes: Both Superstars in Ring

Clothesline (toward rope)	0
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### Taunts

Raven 1™	0
Common Taunt 1	0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

### Back Body Drop



### RHYNO™

Rhyno™'s combination of power and agility make him an unstoppable force, and he's wasted no time in taking out the competition in the World Wrestling Federation®. Rhyno™ quickly asserted himself in the Federation by helping Edge™ & Christian™ capture their Federation record sixth Tag Team Championship, and was a major factor in helping E & C winning TLC™ II at *WrestleMania® X-Seven*. Can he capture Federation gold? Considering Rhyno™'s track record and what he brings to the table, it may be a good idea to not bet against him.

#### Statistics:

HEIGHT: 6'2" WEIGHT: 275 lbs.

FROM:  
Detroit, MI

CAREER HIGHLIGHTS:  
Hardcore Champion (3)



#### The Moves of the Man-Beast™

Powerbomb



Back Drop 3



The Gore™





**MOVES**
**Superstar Standing**

Grapple	0
Elbow	0
American Jab R	0+0
Shorrtange Clothesline	0+0
American Jaly L	0+0
Toe Kick 1	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

**Grappling Opponent from Front**

Monkey Toss	0
Neckbreaker 2	0+0
Scoop Slam	0+0
Arm Wrench	0+0
Snap Mare	0+0
Elbow	0
Back Chop	0+0
Eye Rake	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

**Face Wash Rhyno™**

**Grappling Groggy Opponent from Front**

DDT	0
Small Package Hold	0+0
Powerbomb Whip	0+0
Shorrtange Lariat	0+0
Shoulder Buster	0+0
Bear Hug	0+0
Powerbomb	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

**Grappling Opponent from Behind**

Back Pull Down	0
Leg Trip	0+0
Back Drop	0+0
Back Elbow	0+0
Waist Elbow	0+0
Knee Crusher	0+0

**Grappling Groggy Opponent from Behind**

Back Drop 2	0
Belly to Back	0+0
School Boy	0+0
Back Lariat	0+0
Atomic Drop	0+0
Sleeper Hold	0+0
Back Drop 3	0+0
(Voltage Meter flashing)	

**Opponent on Ground (Striking Moves)**

Stomping	0
Elbow	0+0

**Opponent Lying on Back (Submission Holds)**

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	

**Opponent Lying on Stomach (Submission Holds)**

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Back Mount Punch	0+0
(lower body)	
Back Mount Punch	0+0
(lower body/Voltage Meter flashing)	

**Running at Opponent**

Tackle 2	0
Spear	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
1 Hand Facecrusher (back)	0
Stomping (opponent down)	0

**Counter Running Enemy**

Front Suplex Whip	0
Spinebuster	0+0
Spinebuster	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Back Elbow	0+0

**Opponent Leaning on Turnbuckle**

Over Hand Combo (front)	0
Face Wash Rhyno™ (front)	0+0
Stomping Combo (front)	0+0
The Gore™	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0
Corner Push Combo (back)	0+0
Lariat (back)	0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

**Superstar on Corner Post**

Double Axe Handle	0
N/A	0
N/A	0+0
(Voltage Meter flashing)	

**Superstar on Second Turnbuckle**

Double Axe Handle	0+0
(toward corner)	

**Opponent on Corner Post**

Deadly Drive	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

**Superstar on Apron Grappling Opponent in Ring**

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

**Superstar in Ring Grappling Opponent on Apron**

Stun Gun	0
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**Flying Attack from Ring to Outside**

N/A (toward rope)	0+0
Baseball Slide Kick (running)	0

**Flying Attack from Apron to Outside**

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle	0
(running)	

**Flying Attack from Apron to Ring**

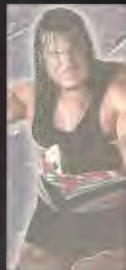
N/A (toward ring)	0+0
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**Flying Attack from Ropes: Both Superstars in Ring**

N/A (toward rope)	0+0
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**Taunts**

Common Taunt 1	0
Rhyno™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



## RIKISHI™

Rikishi™ reappeared in the Federation in late 1999 after a long absence with a new look and a new attitude. Eventually teaming with Too Cool™, the sumo from Samoa danced into the hearts of Federation fans everywhere as he and Too Cool™ found success in the singles and tag team divisions. In October of 2000, Rikishi™'s fan base virtually disappeared when he admitted that he was the one driving the car that took Stone Cold Steve Austin™ out of commission at the 1999 Survivor Series® pay-per-view. Since then, the Samoan monster has used his devious mind—as well as numerous Banzai Drops™—to carve a path to the upper echelon of the Federation ranks.

## Statistics

HEIGHT      WEIGHT  
6'1"          401 lbs.

FROM  
Samoa

CAREER HIGHLIGHTS  
Intercontinental Champion,  
Tag Team Champion



## Rikishi™ Backs It Up

Rikishi Driver™



Belly to Back



Banzai Drop™



## in o v e s

## Superstar Standing

Grapple	0
Punch R Rikishi™	0
Thrust Rikishi™	0
Side Kick Rikishi™	0
BodyPunch R	0
Toe Kick 1	0
Side Kick Rikishi™	0
(Voltage Meter flashing)	0
Block	0
Counter Strike	0

## Grappling Opponent from Front

Scoop Slam	0
Neck Throw	0
Head Lock Punch	0
Facecrusher	0
Headbutt	0
Thrust	0
1 Hand Sledge Hammer	0
Toe Kick	0
Sledge Hammer	0
Shift to Back Grapple	0
Throw Opponent into Ropes	0
Break Grapple	0

## Grappling Groggy Opponent from Front

Bear Hug	0
Belly to Belly Suplex	0
Suplex 2	0
Headbutt Thrust	0
Shortrange Lariat	0
Full Away Slam	0
Rikishi Driver™	0
(Voltage Meter flashing)	0
Shift to Back Grapple	0
Throw Opponent into Ropes	0
Break Grapple	0

## Grappling Opponent from Behind

Back Drop 2	0
Back Pull Down	0
Sidewalk Slam	0
Back Elbow	0
Knee Crusher	0
Back Headbutt	0

## Grappling Groggy Opponent from Behind

School Boy	0
Belly to Back	0
Atomic Whip	0
Black Lariat	0
Back Drop 2	0
Atomic Drop	0
Belly to Back	0
(Voltage Meter flashing)	0

## Opponent on Ground (Striking Moves)

Stomping	0
Gulldown Drop	0

## Opponent Lying on Back (Submission Holds)

Muscle Punch (upper body)	0
Barbaric Drop™	0
(upper body/Voltage Meter flashing)	0
Half Boston Club (lower body)	0
Half Boston Club (lower body/Voltage Meter flashing)	0

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0
Face Pound (upper body/Voltage Meter flashing)	0
Knee Crusher (lower body)	0
Knee Crusher (lower body/Voltage Meter flashing)	0

## Running at Opponent

Tackle 2	0
Tackle 1	0
(Voltage Meter flashing)	0
Neckbreaker (front)	0
Buildup Head Lock (back)	0
Leg Drop (opponent down)	0

## Counter Running Enemy

Shoulder Through	0
Samson Drop	0
Samson Drop	0
(Voltage Meter flashing)	0
Back Elbow	0
Shortrange Clothesline 2	0

## Opponent Leaning on Turnbuckle

Stink Face™ (front)	0
Punch (front)	0
Stomping Combo (front)	0
Barbaric Drop™	0
(front/Voltage Meter flashing)	0
Corner Pull Down (back)	0
Corner Push Combo (back)	0
Lariat (back)	0
Back Drop	0
(back/Voltage Meter flashing)	0

## Superstar on Corner Post

Double Axe Handle	0
N/A	0
N/A	0
(Voltage Meter flashing)	0

## Superstar on Second Turnbuckle

Double Axe Handle (toward corner)	0
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## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	0
Top Rope Thrust	0
(opponent facing outside)	0

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	0
Stun Gun	0
(opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Suplex	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0
N/A (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle (toward outside)	0
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0
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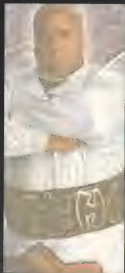
## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0
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## Taunts

Rikishi 1™	0
Rikishi 2™	0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## Stink Face



### THE ROCK®

The Rock® is a third-generation superstar with immeasurable athleticism and cockiness to boot! Under controversial circumstances, The Rock® won the World Wrestling Federation® Championship at *Survivor Series 1998*. The Rock® went on to win the title four more times, making the "Great One™" a five-time Federation Champion. He's already the "Most Electrifying Man in Sports Entertainment™" and when it's all said and done he may go down in history as the most decorated, well-known, and renowned Superstar the Federation has ever known.

#### Statistics

HEIGHT 6'5"  
WEIGHT 275 lbs.

FROM  
Miami, FL

#### CAREER HIGHLIGHTS

**Champion (6),  
Intercontinental Champion (2),  
Tag Team Champion (4),  
2000 Royal Rumble® Winner**



### The Rock™ is Rockin'

#### Rock Bottom™



#### Back Drop 3



#### People's Elbow™



## Superstar Standing

Grapple	0
Punch	0+0
Punch	0+0
Diving Clothesline 1	0+0
Punch R Rock 2™	0+0
Toe Kick	0+0
Low Blow	0+0
(Voltage Meter flashing)	
Block	0+0
Counter Strike	0+0

## Grappling Opponent from Front

Scoop Slam	0+0
Neckbreaker 2	0+0
Suplex	0+0
Dragon Screw	0+0
Facecrusher	0+0
Knuckle part	0+0
Head Lock Punch	0+0
Eye Rake	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

Neckbreaker	0
Belly to Belly Suplex	0+0
Manhattan Drop	0+0
Punch Combo	0+0
DDT	0+0
Shoulder Breaker	0+0
Rock Bottom™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Drop 2	0+0
Neckbreaker	0+0
Pussian Leg Sweep	0+0
Back Elbow	0
Knee Crusher	0+0
Back Pull Down	0+0

## Grappling Groggy Opponent from Behind

School Boy	0
Back Drop 3	0+0
Belly to Back	0+0
Back Larat	0
Atomic Drop	0+0
Sleeper Hold	0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Stomping	0+0

## Opponent Lying on Back (Submission Holds)

Cross Arm Bar (upper body)	0+0
People's Sign™	0+0
(upper body/Voltage Meter flashing)	
Figure 4 Leg Lock	0+0
(lower body)	
Shoat Shooter	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Half Boston Club	0+0
(lower body)	
Half Boston Club	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Rock's Bomber	0+0
People's Elbow	0+0
(Voltage Meter flashing)	
Spinning DDT (front)	0
1 Hand Facecrusher (back)	0
People's Elbow™	0
(opponent down)	

## Counter Running Enemy

Samban Drop	0
The Rock Spinebuster™	0+0
The Rock Spinebuster™	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Back Elbow	0+0

## Opponent Leaning on Turnbuckle

Rock Punch Combo™ (front)	0+0
Stomping Combo (front)	0+0
Pull Down (front)	0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0
Lariat (back)	0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Handle	0
Knee Drop	0
N/A	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Toe Kick Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Slide Kick (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Rock 1™	0
Rock 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## Superplex





## SHANE McMAHON™

## SHANE McMAHON™

Shane McMahon™ was born with a silver spoon in his mouth, the likes of which has never before been seen. As the only son of Vince™ and Linda McMahon™, Shane™ became the heir apparent to the World Wrestling Federation® throne the second he left the womb. However, as the owner of WCW™, he was against his father Vince. Now, he has dropped from the Federation scene, likely plotting his next move.

## S T A T I S T I C S

HEIGHT 6'2" WEIGHT 230 lbs.

FROM Greenwich, CT

CAREER HIGHLIGHTS  
WF European Champion



## Here Comes the Money

Dancing Punch Special



Back Low Blow



Tugboat



## MOVES

## Superstar Standing

Grapple	0
Jab L. Shane 1™	0
Elbow	0+0
Sliding Clothesline 1	0+0
American Punch R	0+0
Toe Kick R1	0+0
Jab L. Shane 2™	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

Scrap Slam	0
Neckbreaker 2	0+0
Monkey Ties	0+0
Arm Wrench	0+0
Sleeper	0+0
Elbow	0+0
Back Chop	0+0
Eye Rake	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0
Throw Opponent into Ropes	0
Break Grapple	0

## Grappling Opponent from Front

Small Package Hold	0
Ivory Body Slam™	0+0
Low Blow	0+0
Head Lock Punch	0
Plancher	0+0
Brain Buster	0+0
Dancing Punch Special	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Building Head Lock	0+0
Back Drop	0+0
Back Elbow	0
Wrist Elbow	0+0
Knee Crusher	0+0

## Grappling Opponent from Behind

Atomic Drop	0
Back Pin	0+0
Back Drop 2	0+0
Back Larat	0+0
Sleeper Hold	0+0
School Boy	0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Punch (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Clothesline	0
Clothesline	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
1 Hand Facebuster	0
(back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Shoulder Thrust	0
Power Slam	0+0
Power Slam	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Back Elbow	0+0

## Opponent Leaning on Turnbuckle

Tackle (front)	0+0
Punch Combo (front)	0+0
Stomping Combo (front)	0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0
Lariat (back)	0+0
Back Body Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Handle	0
Diving Elbow	0
Dropkick	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Dropkick (down corner)	0+0
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## Opponent on Corner Post

Deadly Dive	0
(opponent facing ring)	0
Tricorpe Thrust	0
(opponent facing outside)	0

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	0
Sleeper Hold	0
(opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Plancha (downward rope)	0+0
Baseball Slide Kick	0
(running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0
(downward outside)	0
Double Axe Handle	0
(upward)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Shane 1™	0
Shane 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



### SPIKE DUDLEY™

Spike Dudley™ may be the runt of the Dudley litter, but he's the perfect example of the old cliché, "It's not the size of the dog in the fight, it's the size of the fight in the dog!" In March, Spike™ shocked the world of sports entertainment by debuting on *RAW*® and helping his brothers win their third World Wrestling Federation® Tag Team Championship! And although various Federation Superstars still underestimate Spike™ for his size, they learn pretty quickly about the size of Spike™'s heart, how far it's gotten him already, and that Spike™'s best is yet to come!

1 2 3 4 5 6 7 8 9 10

HEIGHT WEIGHT

5'8"

150 lbs.

FROM

Dudleyville

CAREER HIGHLIGHTS

Tag Team Champion



### Spike™ Strikes!

Spike Crash™



Black Low Blow



Dudley Dog™



## MOVES

## Superstar Standing

Grapple	0
Elbow	0
American Jab R	0+0
Shortrange Clothesline	0+0
American Jab L	0+0
Toe Kick R3	0+0
Diving Clothesline (Voltage Meter flashing)	0+0
Blink	0
Counter Strike	0+0

## Grappling Opponent from Front

Arm Whip	0
Neckbreaker 2	0+0
Scissors Slam	0+0
Hammer Lock	0+0
Arm Whip	0+0
Over Hand	0+0
Elbow	0+0
Eye Rake	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

DOT	0
Small Package Hold	0+0
Hurricanrana Pin	0+0
Head Lock Punch	0
M Back Drop	0+0
Hopover Roping Pin	0+0
Spike Crash™ (Voltage Meter flashing)	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Leg Trip	0+0
Back Eye Rake	0
Back Elbow	0+0
Wrest Elbow	0+0
Knee Crusher	0+0

## Grappling Groggy Opponent from Behind

Back Drop 2	0
Back Pin	0+0
School Boy	0+0
Back Lariat	0
Atomic Drop	0+0
Sleeper Hold	0+0
Back Low Elbow	0+0
(Voltage Meter flashing)	0+0

## Opponent on Ground (Striking Moves)

Stomping	0
Soccer Kick	0+0

## Opponent Lying on Back (Submission Holds)

Back Pound (upper body)	0+0
Back Pound (upper body/Voltage Meter flashing)	0+0
Thigh Kick (lower body)	0+0
Thigh Kick (lower body/Voltage Meter flashing)	0+0

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound (upper body/Voltage Meter flashing)	0+0
Knee Crusher (lower body)	0+0
Knee Crusher (lower body/Voltage Meter flashing)	0+0

## Running at Opponent

Clothesline	0
Clothesline (Voltage Meter flashing)	0+0
Hurricanrana (front)	0
1 Hand Facecrusher (back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Arm Whip	0
Shoulder Through	0+0
Flip Whip	0+0
(Voltage Meter flashing)	0
Back Elbow	0+0
Back Elbow	0+0

## Opponent Leaning on Turnbuckle

Tackle (front)	0/0
Punch (front)	0+0+0
Stomping Combo (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	0+0
Corner Pull Down (back)	0/0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Dudley Dog™ (back/Voltage Meter flashing)	0+0

## Superstar on Corner Post

Dropkick	0
Diving Gullotine	0+0
N/A (Voltage Meter flashing)	0+0

## Superstar on Second Turnbuckle

Dropkick (toward corner)	0+0
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## Opponent on Corner Post

Ready Drive (opponent facing ring)	0
Torpedo Thrust (opponent facing outside)	0

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun (opponent facing outside)	0
Sleeper Hold (opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Sliding Kick (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle (toward outside)	0+0
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

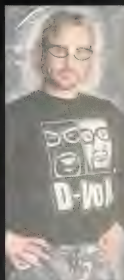
N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Spike 1™	0
Common Taunt 1	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



## STEPHANIE McMAHON-HELMSLEY™

Intelligent, beautiful and enterprising...these three words sum up Stephanie McMahon-Helmsley™ perfectly. The youngest McMahon™ has used her assets to her best advantage. Stephanie™ sought revenge on her family by marrying Triple H™, who was one of her father's most bitter enemies. At 1999's *Armageddon™*, Stephanie™ and her new husband stood in triumph over the prone body of Vince McMahon™. But there is no love like a father for his daughter, and the elder McMahon™ and Stephanie™ reunited in early 2000 to form one of the most powerful alliances in Federation history, the McMahon-Helmsley™ regime. But after her husband was injured, Stephanie™ branched out on her own, helping her brother form the ruthless Alliance. Whether Stephanie™ will eventually be forced to choose between her husband or her ambition remains to be seen.

## Statistics

## HEIGHT

5'9"

## FROM

Greenwich, CT

## CAREER HIGHLIGHTS

Women's Champion



## Daddy's Little Girl

## Princess Slap



## Back Low Blow



## Manhattan Drop





## m o v e s

## Superstar Standing

Grapple	0
Over Hand	0
Slap R	0+0
Shortrange Clothesline	0+0
Elbow	0+0
Toe Kick R2	0+0
Low Blow	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

Scrap Slam	0
Monkey Toss	0+0
Hair Whip	0+0
Hammer Lock	0+0
Monkey Toss	0+0
Over Hand	0+0
Elbow	0+0
Eye Rake	0+0
Toe Kick	0+0
Slap	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Front

DDT	0
Small Package Hold	0+0+0
Piledriver	0+0+0
Head Lock Punch	0+0+0
Low Blow	0+0+0
Suplex	0+0+0
Princess Slap	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Leg Trip	0+0+0
Back Eye Rake	0+0+0
Back Elbow	0+0+0
Waist Elbow	0+0+0
Knee Crusher	0+0+0

## Grappling Opponent from Behind

School Boy	0
Buildup Head Lock	0+0+0
Back Drop	0+0+0
Back Larset	0+0+0
Russian Leg Sweep	0+0+0
Sleeper Hold	0+0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Stomping	0+0

## Opponent Lying on Back (Submission Holds)

Head Pound (upper body)	0+0
Head Pound	0+0
(upper body/Voltage Meter flashing)	
Stomping (lower body)	0+0
Stomping	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Back Mount Punch	0+0
(lower body)	
Back Mount Punch	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Tackle 2	0
Tackle 1	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Leg Trip (back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Arm Whip	0
Shoulder Through	0+0
Manhattan Drop	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Back Elbow	0+0

## Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0
Pull Down (front)	0+0+0+0
Stomping Combo (front)	0+0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0+0+0
Lariat (back)	0+0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Handle	0
Diving Leg Drop	0+0
N/A	
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Teppare Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0+0
N/A (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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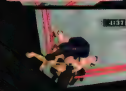
## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Clap Hand	0
Point at Women	0+0
Taunt (on corner post)	0
Taunt (on corner)	0
Taunt (on apron)	0

## Back Drop



### STEVE BLACKMAN™

**TYPE 2**

The pure wrestling machine that is the "Lethal Weapon™" Steve Blackman™ shows little emotion inside the squared circle. He lets his martial arts prowess do the talking. His reflexes are to be feared, as Blackman™ can deliver several kicks and punches with lightning-quick authority. During his tenure in the Federation, Blackman™ has also redefined the hardcore division, using his unmatched power and speed to decimate opponents with chairs, brooms, trashcans and anything else he can find at ringside.

**Skills**

**HEIGHT**      **WEIGHT**

**6'2"**      **245 lbs.**

**FROM**

**Annnville, PA**

**CHIEF HIGHLIGHTS**

**Hardcore Champion (2)**



### The Lethal Weapon™ at Work

**Brain Buster Vertical**



**Hardcore Powerbomb**



**Splashbust**



## Superstar Standing

Grapple	0
Elbow	0
Front Kick R Blackman™	0
Side Kick 1	0
Spin Kick L Blackman™	0
Front Kick L Blackman™	0
Leg Sweep	0
(Voltage Meter flashing)	
Block	0
Counter Strike	0

## Grappling Opponent from Front

Monkey Toss	0
Hammer Lock	0
Scoop Slam	0
Arm Wrench	0
Snapmare	0
Elbow	0
Back Chop	0
Knuckle part	0
Toe Kick	0
1 Hand Sledge Hammer	0
Shift to Back Grapple	0
Throw Opponent into Ropes	0
Break Grapple	0

## Grappling Groggy Opponent from Front

Double Arm Suplex	0
Belly to Belly Suplex	0
Suplex 2	0
Punch Rush	0
Shortrange Lariat	0
Shoulder Breaker	0
Brain Buster Vertical	0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0
Break Grapple	0

## Grappling Opponent from Back

Back Pull Down	0
Pendulum Backbreaker	0
Leg Trip	0
Back Elbow	0
Waist Elbow	0
Knee Crusher	0

## Grappling Groggy Opponent from Behind

Sidewalk Slam	0
German Suplex	0
Back Drop 2	0
Atomic Drop	0
Sleeper Hold	0
School Boy	0
Hardcore Powerbomb	0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Axe Drop	0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0
Mount Punch	0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0
Thigh Kick	0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0
Face Pound	0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0
Knee Crusher	0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Flying Shoulder Attack	0
Flying Shoulder Attack	0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Bulldozing Head Lock	0
(back)	
Down Head Butt	0
(opponent down)	

## Counter Running Enemy

Power Slam	0
Spinebuster	0
Spinebuster	0
(Voltage Meter flashing)	
Back Elbow	0
Droptick 3	0

## Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0
Punch (front)	0
Low Leg Choke (front)	0
Suplex	0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0
Corner Push Combo (back)	0
Lariat (back)	0
Back Drop	0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Handle	0
Diving Leg Drop	0
N/A	0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0
(toward corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Teosore Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0
Baseball Slide Kick (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0
(toward outside)	
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

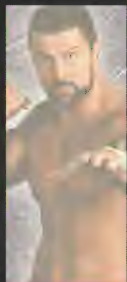
N/A (toward ring)	0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0
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## Taunts

Blackman 1™	0
Blackman 2™	0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



## STONE COLD STEVE AUSTIN™

## CASE HISTORY

Since the birth of "Austin 3:16™" at the 1996 *King of the Ring*®, Stone Cold Steve Austin™ has been the most dominant performer in sports-entertainment. The "Texas Rattlesnake™" has won the World Wrestling Federation® Championship on numerous occasions, and has defeated the biggest and best Superstars. Stone Cold™ won his first Federation Championship at *WrestleMania® XIV* in 1998, jump-starting a feud with Mr. McMahon™. Now on the same page as Mr. McMahon™, Stone Cold™ is more ruthless and aggressive than ever. The Rattlesnake™ is spewing venom, and he's ready to attack anyone who tries to stop him!

## STATISTICS

## HEIGHT WEIGHT

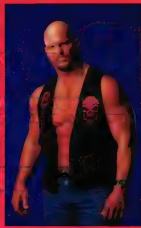
6'2" 252 lbs.

## FROM

Victoria, TX

## CAREER HIGHLIGHTS

**Champion (5),**  
**Intercontinental Champion (2),**  
**Tag Team Champion (4),**  
**1996 *King of the Ring*®,**  
**1997, 1998, 2000 *Royal Rumble*®**  
**winner**



## Stone Cold™ Whuppin'

## Stone Cold Stunner™



## Back Low Blow



## Lou Thesz Press



m o v e s

## Superstar Standing

Grapple	0
Jab	0
Body Punch #1	0+0
Oliving Clothesline #1	0+0
Punch #1 Austin	0+0
Toe Kick #1	0+0
Diving Clothesline #3	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

Scrap Slam	0
Arm Whirl	0+0
Suplex	0+0
Strapmare	0+0
Piacecrusher	0+0
Knuckle part	0+0
Head Lock Punch	0+0
Eye Rake	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

Headlock to Leg Trip	0
Piedriver	0+0+0
Manhattan Drop	0+0+0
Punch Push	0
Low Blow	0+0+0
Shoulder Breaker	0+0+0
Stone Cold Stunner™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Drop 2	0
Neckbreaker	0+0+0
Russian Leg Sweep	0+0+0
Back Elbow	0+0+0
Knee Crusher	0+0+0
Back Pull Down	0+0+0

## Grappling Groggy Opponent from Behind

School Boy	0
Back Drop 3	0+0+0
Leg Trip	0+0+0
Back Latat	0+0+0
Atomic Drop	0+0+0
Sleeper Hold	0+0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Stomping	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Stomping (lower body)	0+0
Stomping	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Half Boston Club	0+0
(lower body)	
Half Boston Club	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Kitchen Sink 2	0+0
Kitchen Sink 2	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Buildgong Head Lock	0
(back)	
Rattlesnake Elbow™	0
(opponent down)	

## Counter Running Enemy

Lou Thesz Press	0
Stomper	0+0
Lou Thesz Press	0+0
(Voltage Meter flashing)	
Back Elbow	0
Back Elbow	0+0

## Opponent Leaning on Turnbuckle

Punch Combo (front)	0+0+0
Stomping Combo (front)	0+0+0
Pull Down (front)	0+0+0
SC Stomping Combo	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Handle	0
N/A	0
N/A	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Toe Kick Throat	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0+0
N/A (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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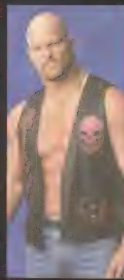
## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Stone Cold 1™	0
Stone Cold 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## SC Stomping Combo





### TAJIRI™

"The Japanese Buzzsaw™" has arrived to the World Wrestling Federation®. Tajiri's™ blinding, rapid-fire kicks to the face and an unorthodox maneuver called the Tarantula™ earned respect throughout the sports-entertainment world, and an eventual ticket to the Federation. His innovative, quick-strike arsenal will no doubt result in a ton of exciting Federation bouts for years to come.

HEIGHT WEIGHT

5'9"

205 lbs.

FROM

Japan

CAREER HIGHLIGHTS

Light Heavyweight Champion



### The Japanese Buzzsaw™'s Greatest Outs

Buzzsaw Kick™



Green Mist



Tajiri Side Kick™



### Superstar Standing

Grapple	0
Karate Punch R	0
Back Chop	0+0
Low Kick L Tajiri™	0+0
Karate Punch L	0+0
Low Kick R Tajiri™	0+0
Tajiri Side Kick™	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

### Grappling Opponent from Front

Scoop Slam	0
Hammer Lock	0+0
Monkey Toss	0+0
Arm Wrench	0+0
Snapmare	0+0
Over Hand	0+0
Elbow	0+0
Side Elbow	0+0
Toe Kick	0+0
Eye Rake	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Groggy Opponent from Front

Front Brain Buster	0
Small Package Hold	0+0+0
Hurricanrana Pin	0+0
Head Lock Punch	0
Neckbreaker 2	0+0+0
Tajiri Rush™	0+0+0
Buzzsaw Kick™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Opponent from Behind

Back Pull Down	0
Leg Trip	0+0+0
Back Eye Rake	0
Back Elbow	0
Wrist Elbow	0+0+0
Knee Crusher	0+0+0

### Grappling Groggy Opponent from Behind

Back Drop	0
Facemasker	0+0+0
Octopus Hold	0+0+0
Sleeper Hold	0
Russian Leg Sweep	0+0+0
School Boy	0+0+0
Green Mist	0+0
(Voltage Meter flashing)	

### Opponent on Ground (Striking Moves)

Stomping	0
Stomping	0+0

### Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	

### Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Back Mount Punch	0+0
(lower body)	
Back Mount Punch	0+0
(lower body/Voltage Meter flashing)	

### Running at Opponent

Flying Wheel Kick	0
Drop Kick 2	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
1 Hand Facemasker (back)	0
Stomping (opponent down)	0

### Counter Running Enemy

Arm Whip	0
Shoulder Through	0+0
Hurricanrana	0+0
(Voltage Meter flashing)	
Back Elbow	0
Back Elbow	0+0

### Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0
Pull Down (front)	0+0+0+0
Low Leg Choke (front)	0+0+0+0
Taratula™	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0+0+0
Lariat (back)	0+0+0+0
Back Drop	0
(back/Voltage Meter flashing)	

### Superstar on Corner Post

Drop Kick	0
Diving Body Press	0
Moonsault Kurt	0+0
(Voltage Meter flashing)	

### Superstar on Second Turnbuckle

Dropkick (toward corner)	0+0
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### Opponent on Corner Post

Daddy Drive	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

### Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

### Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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### Flying Attack from Ring to Outside

Plancha (toward rope)	0+0
Baseball Slide to Outside	0
(running)	

### Flying Attack from Apron to Outside

Moonsault (toward outside)	0+0
Double Axe Handle (running)	0

### Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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### Flying Attack from Ropes Both Superstars in Ring

N/A (toward rope)	0+0
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### Taunts

Tajiri 1™	0
Tajiri 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



## TAKA™

## CHARACTER INFO

From the northern regions of Japan comes Taka Michinoku™! Don't let his size fool you, he is one of the most dangerous Superstars in the entire Federation! Teamed with Funaki™, the high-flying duo is willing to win at any cost, even if it means sacrificing their own bodies! Both Taka™ and Funaki™ have held numerous titles in organizations around the world, and Taka™ was even the Federation's first Light Heavyweight Champion.

STATUS: ACTIVE

HEIGHT: WEIGHT:

5'9"

185 lbs.



## Taka™ on the Rise

Michinoku Driver™



German Suplex Whip



Back Drop



[B] [O] [M] [E] [Σ]

## Superstar Standing

Grapple	0
Over Hand	0
Taka Body Strike™	0+0
Low Dropkick 2	0+0
Side Kick 1	0+0
Toe Kick R3	0+0
Low Dropkick 2	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

Monkey Toss	0
Hammer Lock	0+0
Scissors Slam	0+0
Arm Wrench	0+0
Scissors	0+0
Elbow	0+0
Back Chop	0+0
Thrust	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Front

High Speed Brain Buster	0
Back Pin	0+0+0
Manhattan Drop	0+0+0
Neckbreaker	0
DDT	0+0+0
Small Package Hold	0+0+0
Michinoku Driver™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Bulldozing Head Lock	0+0+0
Leg Trip	0+0+0
Back Elbow	0+0+0
Waist Elbow	0+0+0
Knee Crusher	0+0+0

## Grappling Opponent from Behind

Back Drop 2	0
German Suplex	0+0+0
Sleeper Hold	0+0+0
Back Lariat	0
Back Pin	0+0+0
School Boy	0+0+0
German Suplex Whip	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Knee Drop	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Flying Wheel Kick	0
Flying Wheel Kick	0+0
(Voltage Meter flashing)	
Hurricanena (front)	0
1 Hand Facecrusher (back)	0
Elbow Drop 1	0
(opponent down)	

## Counter Running Enemy

Arm Whip	0
Leg Scissors	0+0
Leg Scissors	0+0
(Voltage Meter flashing)	
Back Elbow	0
Dropkick J	0+0

## Opponent Lying on Turnbuckle

Over Hand Combo (front)	0+0
Punch (front)	0+0+0
Stomping Combo (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Dropkick	0
Knee Drop	0
Moonsault Kurt	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Dropkick (toward corner)	0+0
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## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Toprope Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Drop	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Pancho (toward rope)	0+0
Allen Pancho (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Dropkick (running)	0

## Flying Attack from Apron to Ring

Swan Dive Wheel Kick	0+0
(toward ring)	

## Flying Attack from Ropes. Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Taka 1™	0
Kaizenta™	0+0
Taunt (in corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## Moonsault Kurt



## Tazz™

Aside from his amazing toughness, Tazz™ has also showed a dynamic personality, which he uses to entertain fans every week on *Sunday Night Heat*®. The "One-Man Crime Spree" is a bigger star than he has ever been—but don't mess with him, or else you might become "just another victim," as the rest of the Federation learned after Tazz™ learned up with Spike Dudley™ to win the Tag Team titles.

## PERSONALITY

## WEIGHT

5'9"

## WEIGHT

240 lbs.

## FROM

The Red Hook district of Brooklyn, NY

## CAREER HIGHLIGHTS

Hardcore Champion  
Tag Team Champion



## Brooklyn-style Beatdowns

Tazz Suplex™



The Command™



Dynamite





## Superstar Standing

Grapple	0
American Jab R	0
Body Punch R	0+0
Shorrange Clothesline	0+0
American Jab L	0+0
Toe Kick 1	0+0
Diving Clothesline (Voltage Meter flashing)	0+0
Block	0+0
Counter Strike	0+0

## Opponent Opponent from Front

Scoop Slam	0+0
Neck Throw	0+0
High Speed Brain Buster	0+0
Facecrusher	0+0
Monkey Toss	0+0
Headbutt	0+0
Head Lock Punch	0+0
Eye Rake	0+0
Toe Kick	0+0
Sledgehammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0+0

## Grappling Groggy Opponent

Iron Front	0
Northernlights Suplex	0
Northernlights Suplex 2	0+0+0
T-Bone Suplex	0+0+0
Punch Rush	0
Shorrange Lariat	0+0+0
Manhattan Drop	0+0+0
Tazz Suplex™	0+0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0+0

## Scrambling Opponent from Behind

Back Pull Down	0+0+0
Russian Leg Sweep	0+0+0
Back Drop	0
Back Elbow	0
Knee Crusher	0+0+0
Back Headbutt	0+0+0

## Opponent Lying on Stomach

Sleeper Hold	0
German Suplex	0+0+0
Back Drop 3	0+0+0
Back Lariat	0+0+0
German Suplex 2	0+0+0
School Boy	0+0+0
Tazzmission™	0+0
(Voltage Meter flashing)	

## Opponent on Corner

Stomping	0+0
Stomping	0+0

## Opponent Lying on Back

(Submission Holds)	
Mount Punch (upper body)	0+0
Mount Punch	0+0
(upper body/Voltage Meter flashing)	
Stomping (lower body)	0+0
Stomping	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach

(Submission Holds)	
Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Body Sleeper (lower body)	0+0
Body Sleeper	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Clothesline	0+0
Clothesline	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Buildogging Head Lock (back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Shoulder Through	0+0
Thrower	0+0
Thrower	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Diving Clothesline 2	0+0

## Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0+0
Punch (front)	0+0+0
Stomping Combo (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Handle	0+0
Diving Elbow	0+0
N/A	
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling

Opponent in Ring	
Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling

## Opponent in Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Side Kick	0
(running)	

## Flying Attack from Outside to Ring

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle	0
(running)	

## Flying Attack from Apron to Ring

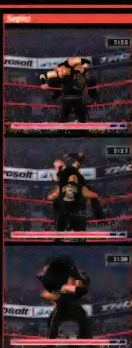
N/A (toward ring)	0+0
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## Flying Attack from Ropes

Both Superstars in Ring	
Clothesline (toward rope)	0+0

## Taunt

Tazz 1™	0
Common Taunt 1	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



### TEST™

Test™ has made quite an impact in the World Wrestling Federation® since his December 1998 debut. The Superstar started his Federation career as a member of Mr. McMahon's™ Corporation, and after being fired, he began a relationship with Stephanie McMahon™! The two were to be married, but Stephanie™ shunned Test™ in favor of Triple H™. Since then, Test™ has enjoyed success as a European Champion. Test™ has proven that he is a big-game player in the World Wrestling Federation®—no doubt about it. He's got the look, the talent and the desire to be one of the greats of the game.

TEST™

HEIGHT WEIGHT

6'6" 282 lbs.

FROM

Toronto, ON, CAN

CAREER HIGHLIGHTS

Hardcore Champion (2),  
European Champion



### Test's Greatest Hits

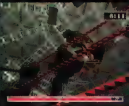
Test Bomb™



Pump Handle Suplex



Big Boot



## Superstar Standing

Grapple	0
American Jab R	0
Elbow	0+0
Shortrange Clothesline	0+0
Body Punch R	0+0
Toe Kick 1	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

High Angle Body Slam™	0
Facetrusher	0+0
Suplex	0+0
Monkey Toss	0+0
Body Press Drop	0+0
Knuckle part	0
Elbow	0+0
Sledge Hammer	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Front

TOT	0
Manhattan Drop	0+0+0
Oklahoma Stampet	0+0+0
Shortrange Lariat	0+0+0
Body Press Drop	0+0+0
Suplex 2	0+0+0
Test Bomb™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Neckbreaker	0+0+0
Back Drop 2	0+0+0
Back Elbow	0
Facetrusher	0+0+0
Knee Crusher	0+0+0

## Grappling Opponent from Behind

Fully Nelson Slam	0
Pump Handle Suplex	0+0+0
School Boy	0+0+0
Atomic Whip 1	0+0+0
Back Drop 3	0+0+0
Russian Leg Sweep	0+0+0
Pump Handle Suplex	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stamping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Head Pound (upper body)	0+0
Head Pound (lower body/Voltage Meter flashing)	0+0
Half Boston Clutch (upper body)	0+0
Half Boston Clutch (lower body/Voltage Meter flashing)	0+0

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound (lower body/Voltage Meter flashing)	0+0
Knee Crusher (lower body)	0+0
Knee Crusher (lower body/Voltage Meter flashing)	0+0

## Running at Opponent

Clothesline	0
Clothesline	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Bulldozing Head Lock (back)	0
Leg Drop (opponent down)	0

## Counter Running Enemy

Shoulder Through	0
Power Slam	0+0
Power Slam	0+0
(Voltage Meter flashing)	
Back Elbow	0
Big Boot	0+0

## Opponent Leaning on Turnbuckle

Punch (front)	0/0
Punch Combo (front)	0+0+0
Stamping Combo (front)	0+0+0
Brain Buster	0+0
(Iron/Voltage Meter flashing)	
Pull Down (back)	0/0
Corner Pound Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop (back/Voltage Meter flashing)	0+0

## Superstar on Corner Post

Double Axe Handle	0
Diving Elbow	0
N/A	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle (toward corner)	0+0
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## Opponent on Corner Post

Deadly Drive (opponent facing ring)	0
Toprope Thrust (opponent facing outside)	0

## Superstar on Apron Grappling Opponent in Ring

Front Rope Sun Gun (opponent facing outside)	0
Sleeper Hold (opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Sun Gun	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Side Kick (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle (toward outside)	0+0
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

Clothesline (toward rope)	0+0
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## Taunts

Check Hand	0
Common Taunt 1	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## Back Drop



### TRIPLE H™

Over the years, Triple H™ has proven himself to be one of the most vile, ruthless, sadistic competitors in World Wrestling Federation® history. That attitude has taken him straight to the top and straight to the World Wrestling Federation® Championship. Triple H™ claims that he is "The Game™," and he has proven time after time that he is just that. He ended Mick Foley's™ Federation career, and plotted to have Stone Cold Steve Austin™ run down by an automobile. Triple H™ likes to say that he is that damn good, and given his track record, are you going to disagree?

[S] [t] [r] [i] [k] [e] [c] [e]

**FIGHT WEIGHT**

6'4"

246 lbs.

**FROM**

Greenwich, CT

**CAREER HIGHLIGHTS**

Federation Champion (4),  
Intercontinental Champion (4),  
European Champion (2),  
Tag Team Champion,  
1997 King of the Ring®



### The Moves of "The Game"™

Pedigree™



Back Low Blow



Jump Knee HHH™



Superstar Standing

Grapple	0
Punch	0
Back Chop 1	0+0
Back Chop 2	0+0
American Jab L	0+0
Toe Kick	0+0
Diving Clothesline	0+0
(Voltage Meter flashing)	
Block	0+0
Counter Strike	0+0

Grappling Opponent from Front

Scrap Slam	0
Neckbreaker 2	0+0
Suplex	0+0
Snapmare	0+0
Facecrusher	0+0
Knuckle Part	0+0
Head Lock Punch	0+0
Toe Kick	0+0
Knee Attack	0+0
Side Elbow	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0+0

Grappling Opponent from Front

Suplex 2	0
Piledriver	0+0
Manhattan Drop	0+0
Low Blow	0+0
Showrange Lariat	0+0
Small Package Hold	0+0
Pedigree™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0+0

Grappling Opponent from Behind

Back Drop 2	0
Neckbreaker	0+0
Russian Leg Sweep	0+0
Back Elbow	0+0
Back Pull Down	0+0
Atomic Drop	0+0

Grappling Opponent from Behind

School Boy	0
Back Drop 3	0+0
Belly to Back	0+0
Back Lariat	0+0
Sleeper Hold	0+0
Atomic Whip 2	0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

Opponent on Ground (Striking Moves)

Stomping	0
Jumping Knee	0+0

Opponent Lying on Back (Submission Holds)

Head Pound (upper body)	0+0
Head Pound	0+0
(upper body/Voltage Meter flashing)	
Stomping (lower body)	0+0
Stomping	0+0
(lower body/Voltage Meter flashing)	

Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

Running at Opponent

Jump Knee HHH™	0+0
Jump Knee HHH™	0+0
(Voltage Meter flashing)	
HHH Pincer Knee™ (front)	0
Bulldozing Head Lock	0
(back)	
Stamping (opponent down)	0

Counter Running Enemy

Leg Scissors	0+0
Manhattan Drop	0+0
Manhattan Drop	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Back Elbow	0+0

Opponent Leaning on Turnbuckle

Punch Combo (front)	0+0
Stomping Combo (front)	0+0
Pull Down (front)	0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0
Lariat (back)	0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

Superstar on Corner Post

Double Axe Handle	0
Knee Drop	0
N/A	0+0
(Voltage Meter flashing)	

Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

Superstar in Ring Grappling Opponent on Apron

Suplex	0
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Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Side Kick (running)	0

Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (running)	0

Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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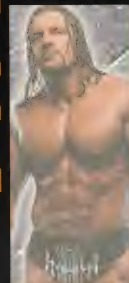
Flying Attack from Ropes: Both Superstars in Ring

Clothesline (toward rope)	0+0
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Taunts

Triple H 1™	0
Point at Men	0+0
Taunt (on corner post)	0
Taunt (on corner)	0
Taunt (on apron)	0

HHH Pincer Knee™





## TRISH STATUS™

**Biography**

Trish Status™ came to the World Wrestling Federation® looking for one thing—power. The sultry Diva had no problem using her feminine wiles to get whatever she wanted, as was evident by the name of the team she managed for nearly a year—T&A™. Now Trish™ is a marked woman in the Federation. But if history is any indication, the vivacious Trish™ will emerge from the battle with her head held high and a smile on her face.

## Statistics

FROM  
Toronto, ON, CAN



## Trish™ in the Ring

Lip Lock



Back Low Blow



Manhattan Drop



## MOVES

### Superstar Standing

Grapple	0
Over Hand	0
Slap R	0+0
Shortrange Clothesline	0+0
Slap L	0+0
Toe Kick R2	0+0
Low Blow	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

### Gragpling Opponent from Front

Scissors Stair	0
Arm Wrench	0+0
Hair Whip	0+0
Hammer Lock	0+0
Monkey Ross	0+0
Over Hand	0+0
Elbow	0+0
Eye Rake	0+0
Toe Kick	0+0
Slap	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0+0

### Gragpling Groggy Opponent from Front

DDT	0
Small Package Hold	0+0+0
Piledriver	0+0
Head Lock Punch	0
Low Blow	0+0+0
Suplex	0+0+0
Lip Lock	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Gragpling Opponent from Behind

Back Pull Down	0
Leg Trip	0+0+0
Back Eye Rake	0+0+0
Back Elbow	0+0+0
Waist Elbow	0+0+0
Knee Crusher	0+0+0

### Gragpling Groggy Opponent from Behind

School Boy	0
Buildupping Head Lock	0+0+0
Back Drop	0+0+0
Back Lariat	0
Russian Leg Sweep	0+0+0
Sleeper Hold	0+0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

### Opponent on Ground (Striking Moves)

Stomping	0
Stomping	0+0

### Opponent Lying on Back (Submission Holds)

Head Pound (upper body)	0+0
Head Pound	0+0
(upper body/Voltage Meter flashing)	
Stomping (lower body)	0+0
Stomping	0+0
(lower body/Voltage Meter flashing)	

### Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Back Mount Punch	0+0
(lower body)	
Back Mount Punch	0+0
(lower body/Voltage Meter flashing)	

### Running at Opponent

Tackle 2	0+0
Clothesline	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Buildupping Head Lock (back)	0
Stomping (upcoming down)	0

### Counter Running Enemy

Arm Whip	0
Shoulder Through	0+0
Manhattan Drop	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Back Elbow	0+0

### Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0
Pull Down (front)	0+0+0
Stomping Combo (front)	0+0+0
Hanging Choke	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

### Superstar on Corner Post

Double Axe Handle	0
Diving Leg Drop	0+0
N/A	
(Voltage Meter flashing)	

### Superstar on Second Turnbuckle

Double Axe Handle	0
(toward corner)	0+0

### Opponent on Corner Post

Wrestle Rope	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

### Superstar on Apron Grappling Opponent in Ring

Front Kick Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

### Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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### Flying Attack from Ring to Outside

N/A (toward rope)	0+0
N/A (running)	0

### Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (running)	0

### Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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### Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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### Taunts

Clap Hand	0
Point at Women	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



# UNDERTAKER®

Undertaker® is perhaps the most awesome presence the Federation has ever seen. When he enters arenas with the thundering sound of his motorcycle, everyone stops to see what will happen next. Undertaker® has been a haunting force since he entered the Federation at the 1990 *Survivor Series*®. Ask anyone about Undertaker®, and they'll tell you he's already a legend in this business. Undertaker® promises to dominate all those who oppose him and he won't rest until he's left a trail of broken bodies and is in possession of the Federation Championship.

## PERSONALITY

**HEIGHT** 6'10" **WEIGHT** 328 lbs.

**FROM**  
Houston, TX

**CAREER HIGHLIGHTS**  
Federation Champion,  
Tag Team Champion (6)  
Hardcore Champion



## Undertaker® on a Rampage

Look Right



Look Right 2



Undertaker Look 3



## Superstar Standing

Grapple	0
American Jab #1	0
Upper F Taker	0+0
Big Boot	0+0
Punch R Taker	0+0
Toe Kick 1	0+0
Big Boot	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

Headbutt	0
Arm Breaker	0+0
Suplex	0+0
Head Lock Punch	0+0
Facecrusher	0+0
Knuckle Part	0+0
Headbutt	0+0
1 Hand Sledge Hammer	0+0
Toe Kick	0+0
Sledge Hammer	0+0
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

DDT	0
Oklahoma Stampede	0+0+0
Tombstone Piledriver	0+0+0
Toe Kick to Punch	0+0+0
Chokeslam 2	0+0+0
Bear Hug	0+0+0
Last Ride™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Russian Leg Sweep	0+0+0
Sidewalk Slam	0+0+0
Black Elbow	0+0+0
Knee Crusher	0+0+0
Atomic Drop	0+0+0

## Grappling Groggy Opponent from Behind

School Boy	0
Back Drop 3	0+0+0
Atomic Whip	0+0+0
Back Lariat	0
Sleeper Hold	0+0+0
Atomic Whip Air	0+0+0
Back Drop 3	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Elbow	0
Leg Drop	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Cross Arm Bar	0+0
(upper body/Voltage Meter flashing)	
Thigh Kick (lower body)	0+0
Thigh Kick	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Fake Pound (upper body)	0+0
False Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Flying Lariat	0+0
Flying Lariat	0+0
(Voltage Meter flashing)	
Taker DDT (front)	0
Building Head Lock (back)	0
Leg Drop (opponent down)	0

## Counter Running Enemy

Shoulder Through	0+0
Chokeslam	0+0
Chokeslam	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Big Boot	0+0

## Opponent Leaning on Turnbuckle

Punch Combo (front)	0+0
Brain Buster (front)	0+0+0+0
Punch Kick Combo 1 (front)	0+0+0+0
Old School	0+0
(front/Voltage Meter flashing)	
Pull Down (back)	0
Corner Pound Combo (back)	0+0+0+0
Lariat (back)	0+0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Handle	0
Knee Drop	0
N/A	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
Flying Attack from Ring to Outside	
Mancha (toward rope)	0+0
Baseball Slide Kick (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Undertaker 1™	0
Undertaker 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0



## Old School



## VINCE McMAHON™

**1 2 3 4 5**

The World Wrestling Federation® has become the recognized leader in sports-entertainment, attracting half a billion global viewers each week in addition to enormous live event success. It's a formula for success that Mr. McMahon™ uses to drive the Federation to new heights of prosperity each year, while at the same time giving the fans the entertainment value they rightfully deserve. It's the era of "Attitude" at its finest, and the McMahon™ family is the proud catalyst.

**6 7 8 9 10 11 12**

## FROM

Greenwich, CT

## CAREER HIGHLIGHTS

Chairman, Federation Champion,  
1999 Royal Rumble® Winner



## Call Him "Mister McMahon"™

Stone Cold Stunner™



Back Low Blow



Golden Headbutt





## Superstar Standing

Grapple	0
Americas Jab R	0
Body Punch R	0+0
American Punch R	0+0
American Jab L	0+0
Toe Kick R1	0+0
Low Blow	0+0
(Voltage Meter flashing)	
Rock	0
Counter Strike	0+0

## Grappling Opponent from Front

Scissors Slam	0
Arm Breaker	0+0
Neck Throw	0+0
Hammer Lock	0+0
Monkey Toss	0+0
Elbow	0+0
Head Lock Punch	0+0
Sledge Hammer	0+0
Knee Attack	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Groggy Opponent from Front

Manhattan Drop	0
DOT	0+0+0
Piledriver	0+0+0
Low Blow	0
Shortrange Lariat	0+0+0
Ivory Body Slam	0+0+0
Stone Cold Slammer™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Neckbreaker	0+0+0
Back Eye Rake	0+0+0
Back Elbow	0+0+0
Leg Trip	0+0+0
Waist Elbow	0+0+0

## Grappling Groggy Opponent from Behind

Back Drop	0
Belly in Back	0+0+0
Russian Leg Sweep	0+0+0
Sleeper Hold	0+0+0
Back Lariat	0+0+0
School Boy	0+0+0
Back Low Blow	0+0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stamping	0
Stamping	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Head Pound	0+0
(upper body/Voltage Meter flashing)	
Stamping (lower body)	0+0
Golden Headbutt	0+0
(lower body/Voltage Meter flashing)	

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Back Mount Punch	0+0
(lower body)	
Back Mount Punch	0+0
(lower body/Voltage Meter flashing)	

## Running at Opponent

Clothesline	0
Clothesline	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Bulldozing Head Lock (back)	0
Stamping (opponent down)	0

## Counter Running Enemy

Shoulder Through	0
Manhattan Drop	0+0
Low Thesz Press	0+0
(Voltage Meter flashing)	
Back Elbow	0+0
Diving Clothesline 1	0+0

## Opponent Leaning on Turnbuckle

Pull Down (front)	0+0
Punch Combo (front)	0+0+0
Tackle (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

## Superstar on Corner Post

Double Axe Handle	0
N/A	0
N/A	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

## Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Top Rope Thrust	0
(opponent facing outside)	

## Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Sleeper Hold	0
(opponent facing ring)	

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

N/A (toward rope)	0+0
N/A (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (running)	0

## Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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## Taunts

Vince 1™	0
Vince 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## Low Thesz Press



### WILLIAM REGAL™

#### ABOUT REGAL

William Regal™ is a Goodwill Ambassador from the United Kingdom who joined the World Wrestling Federation® with a mission to help create a more civilized society. In his quest to have people be more polite and civil to each other, Regal immediately noticed the unruly behavior of various Federation Superstars. Commissioner Regal™ is determined to teach everyone the importance of being proper and polite, as they are virtues everyone should have. Any Superstar who disagrees will learn quickly that the Commish means business when he teaches the proper way of life.

#### PHYSICALS

HEIGHT 6'2"  
WEIGHT 245 lbs.

FROM  
Blackpool, England

CAREER HIGHLIGHTS  
European Champion,  
Commissioner



#### The Physical Commissioner™ at Work

Arm Whip Neck Breaker



Back Low Blow



Kick Regal™



m o v e s

### Superstar Standing

Grapple	0
Over Hand 1	0
American Jab R2	0+0
Elbow	0+0
American Jab L	0+0
Toe Kick R1	0+0
Kick Regal™	0+0
(Voltage Meter flashing)	
back	0
Counter Strike	0+0

### Grappling Opponent from Front

High Angle Body Slam	0
Snapmare	0+0
Suplex	0+0
Arm Wrench	0+0
Monkey Toss	0+0
Elbow	0+0
Head Lock Punch	0+0
Jump Double Knee	0+0
Toe Kick	0+0
Upper Elbow	0
Shit to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Groggy Opponent from Front

Shoulder Buster	0
Belly to Belly Suplex	0+0+0
Pleashiver	0+0+0
Knee & Elbow Combo	0
Russian Leg Sweep	0+0+0
Small Package Hold	0+0+0
Arm Whip Neckbreaker	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

### Grappling Opponent from Behind

Russian Leg Sweep	0
Back Drop	0+0+0
Sidewalk Slam	0+0+0
Back Elbow	0
Waist Elbow	0+0+0
Back Pull Down	0+0+0

### Grappling Groggy Opponent from Behind

Back Drop 3	0
German Suplex	0+0+0
Belly to Back	0+0+0
Black Lariat	0
Pendulum Backbreaker	0+0+0
School Boy	0+0+0
Black Low Blow	0+0
(Voltage Meter flashing)	

### Opponent on Ground (Striking Moves)

Stomping	0
Soccer Kick	0+0

### Opponent Lying on Back (Submission Holds)

Cross Arm Bar (upper body)	0+0
Cross Arm Bar	0+0
(upper body/Voltage Meter flashing)	
Trigh Kick (lower body)	0+0
Trigh Kick	0+0
(lower body/Voltage Meter flashing)	

### Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound	0+0
(upper body/Voltage Meter flashing)	
Knee Crusher (lower body)	0+0
Knee Crusher	0+0
(lower body/Voltage Meter flashing)	

### Running at Opponent

Olympicline	0
Clothesline	0+0
(Voltage Meter flashing)	
Neckbreaker (front)	0
Leg Trip (back)	0
Stomping (opponent down)	0

### Counter Running Enemy

Shoulder Through	0
Leg Scissors	0+0
Manhattan Drop	0+0
(Voltage Meter flashing)	
Back Elbow	0
Back Elbow	0+0

### Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0
Punch (front)	0+0+0
Stomping Combo (front)	0+0+0
Suplex	0+0
(front/Voltage Meter flashing)	
Corner Pull Down (back)	0+0+0
Corner Push Combo (back)	0+0+0
Lariat (back)	0+0+0
Back Drop	0+0
(back/Voltage Meter flashing)	

### Superstar on Corner Post

Double Axe Handle	0
N/A	0
N/A	0+0
(Voltage Meter flashing)	

### Superstar on Second Turnbuckle

Double Axe Handle	0+0
(toward corner)	

### Opponent on Corner Post

Wave Rope	0
(opponent facing ring)	
Toprope Thrust	0
(opponent facing outside)	

### Superstar on Apron Grappling Opponent in Ring

Front Rope Stun Gun	0
(opponent facing outside)	
Drop (opponent facing ring)	0

### Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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### Flying Attack from Ring to Outside

N/A (toward rope)	0+0
Baseball Slide Kick (running)	0

### Flying Attack from Apron to Outside

Double Axe Handle	0+0
(toward outside)	
Double Axe Handle (running)	0

### Flying Attack from Apron to Ring

N/A (toward ring)	0+0
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### Flying Attack from Ropes: Both Superstars in Ring

N/A (toward rope)	0+0
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### Taunts

Regal 1™	0
Regal 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

### Suplex



### X-PAC™

#### CHARACTER

At just over 200 pounds, X-Pac™ is almost always giving up several pounds to his opponent. He makes up for that with lightning-fast quickness. You can only beat him if you can catch him, and his two-time reign as European Champion proves that few Superstars can. X-Pac™ is determined to forever carve his niche in Federation history.

#### Statistics

HEIGHT 6'0" WEIGHT 212 lbs.

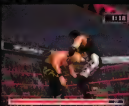
FROM Minneapolis, Minnesota

CAREER HIGHLIGHTS  
European Champion,  
Tag Team Champion



### X-Pac™ On the Attack

X-Factor™



Back Low Blow



Flying Wheel Kick X-Pac™



## Superstar Standing

Grapple	0
Over Hand	0
Elbow	0+0
Black Kick X-Pac™	0+0
Black Chop	0+0
Toe Kick 1	0+0
Low Blow	0+0
(Voltage Meter flashing)	
Block	0
Counter Strike	0+0

## Grappling Opponent from Front

Scissors Slam	0
Neckbreaker 2	0+0
Monkey Toss	0+0
Arm Wrench	0+0
Scissors	0+0
Elbow	0
Black Chop	0+0
Eye Rake	0+0
Toe Kick	0+0
1 Hand Sledge Hammer	0+0
Shift to Back Grapple	0+0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Front

Hurricanrana Pin	0
High Speed Brain Buster	0+0
Manhattan Drop	0+0
Punch Rush	0+0
Head Lock to Leg Trip	0+0
Small Package Hold	0+0
X-Factor™	0+0
(Voltage Meter flashing)	
Shift to Back Grapple	0
Throw Opponent into Ropes	0+0
Break Grapple	0

## Grappling Opponent from Behind

Back Pull Down	0
Buildup Head Kick	0+0
Leg Trip	0+0
Back Elbow	0
Waist Elbow	0+0
Knee Crusher	0+0

## Grappling Opponent from Behind

School Boy	0
Back Pin	0+0
Back Drop 2	0+0
Back Lariat	0
Atomic Drop	0+0
Sleeper Hold	0+0
Back Low Blow	0+0
(Voltage Meter flashing)	

## Opponent on Ground (Striking Moves)

Stomping	0
Elbow	0+0

## Opponent Lying on Back (Submission Holds)

Mount Punch (upper body)	0+0
Mount Punch (lower body/Voltage Meter flashing)	0+0
Stomping (lower body)	0+0
Stomping (lower body/Voltage Meter flashing)	0+0

## Opponent Lying on Stomach (Submission Holds)

Face Pound (upper body)	0+0
Face Pound (upper body/Voltage Meter flashing)	0+0
Knee Crusher (lower body)	0+0
Knee Crusher (lower body/Voltage Meter flashing)	0+0

## Running at Opponent

Flying Wheel Kick X-Pac™	0
Flying Wheel Kick X-Pac™ (Voltage Meter flashing)	0+0
Hurricanrana (front)	0
1 Hand Facetrasher (back)	0
Stomping (opponent down)	0

## Counter Running Enemy

Shoulder Throw	0
Flagjack	0+0
Flagjack (Voltage Meter flashing)	0+0
Back Elbow	0
Wheel Kick	0+0

## Opponent Leaning on Turnbuckle

Over Hand Combo (front)	0+0
Punch (front)	0+0
X-Pac Kick Combo™ (front)	0+0
Bronco Buster (front/Voltage Meter flashing)	0+0
Corner Pull Down (back)	0+0
Corner Push Combo (back)	0+0
Lariat (back)	0+0
Black Drop (back/Voltage Meter flashing)	0+0

## Superstar on Corner Post

Dropkick	0
Driving Leg Drop	0
N/A	0+0
(Voltage Meter flashing)	

## Superstar on Second Turnbuckle

Dropkick (toward corner)	0+0
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## Opponent on Corner Post

Wave Rope (opponent facing ring)	0
Taprape Thrust (opponent facing outside)	0

## Superstar on Apron Grappling Opponent in Ring

Front Rope Star Gun	0
(opponent facing outside)	0
Sleeper Hold (opponent facing ring)	0

## Superstar in Ring Grappling Opponent on Apron

Stun Gun	0
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## Flying Attack from Ring to Outside

Plancha (toward ropes)	0+0
Backseat Slide to Outside (running)	0

## Flying Attack from Apron to Outside

Double Axe Handle (toward outside)	0+0
Double Axe Handle (trumping)	0

## Flying Attack from Apron to Ring

Singshot Leg Drop (toward ring)	0+0
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## Flying Attack from Ropes: Both Superstars in Ring

N/A (toward ropes)	0+0
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## Taunts

X-Pac 1™	0
X-Pac 2™	0+0
Taunt (on corner post)	0
Taunt (in corner)	0
Taunt (on apron)	0

## Flagjack





# ROAD TO WRESTLEMANIA

## Strategy



Welcome to Road to WrestleMania®



This section of the guide gives you an overview of *WWE Road to WrestleMania®* for the Game Boy® Advance, as well as match tips and strategies. Complete move lists for all the game's Superstars can be found in "Road to WrestleMania® Superstar Move Lists" following this section.

### NOTE:

*WWE Road to WrestleMania® is not a part of WWE Raw®; it is a completely different game made for the Game Boy® Advance system.*

### Button

Control Pad

↑ ↓ ← →

○

△

□

×

○

### Move

Move Superstar

Kick Opponent, Exit and Enter Ring, Climb Turnbuckle, Grapple Attacks (while grappling opponent, use with directional pad to execute different attacks)

Grapple Opponent, Grapple Moves (while grappling opponent, use with directional pad to execute different moves), Counter Move (when opponent is running toward you)

Execute Finishing Move (while Special Meter is full)

Run (in the direction you're facing), Headlock (while grappling opponent), Irish Whip (while grappling opponent, use Control Pad to whip opponent in a specific direction)

Release Grapple (while grappling opponent), Pin Opponent (near a prone opponent), Tag Partner (when in corner near partner)

Pause Game



### Season

Compete against opponents in a variety of match types spanning an entire VF season for a shot at the title at WrestleMania!



### Exhibition

Choose from five different match types and jump right into the action.



### King of the Ring®

A bracket-style tournament of up to eight Superstars. Opponents face each other in Single or Tag Team competition, and the losers of each match are eliminated. Winners go on to fight other winners until there is only one Superstar left to be crowned.



### Royal Rumble®

The legendary battle where opponents are eliminated by being tossed over the top rope and out of the ring. Up to 24 Superstars can be entered. Win by being the last man standing in the ring.



### Gauntlet

Battle 24 Superstars in a row, one at a time, in Single matches.



## Five Match Types

- **Singles Match:** A basic one-on-one match. Win by pin, count-out, or submission.
- **Tag Match:** Join forces with another Superstar and take turns pummeling your opponents. Win by pin, count-out, or submission.
- **Triple Threat Match™:** You and two other Superstars all fight against each other in a fast-paced free-for-all. Win by pinfall or submission.
- **Handicap Match:** Two Superstars team up against one and proceed to open up a can of whoop-ass. Win by pin fall or submission.
- **Cage Match:** Face your opponent in a steel cage, where the only way to win is to climb to the top of the cage and escape (A+ or P+ to climb cage, B or A to execute an elbow drop from the cage, A+ Control Pad (to shake opponent off the cage).



### Iron Man Match

A Singles, Tag, Triple Threat™, or Handicap match to see who can get the most falls before time expires. Each pinfall or submission counts as one fall. Whoever has the most falls scored against their opponent(s) wins!



### Pay-Per-View

Create and customize your own pay-per-view event! Select up to eight matches of your liking and let the show begin!

## Road to WrestleMania® Tips

- Perform Finishing moves by building up your Adrenaline Meter. Once it's full, press (A)+(B) to execute the move. Each Superstar has different conditions under which his Finishing moves can be performed. (See "Road to WrestleMania® Superstar Move Lists" for more details.)
- Use weak attacks early in the match to wear down your opponent and build up your Adrenaline Meter.
- Don't run into the turnbuckles. You'll wind up just as helpless as if your opponent tossed you into them.
- Press all buttons, especially (A)+(B), as quickly as you can to escape a pin or submission move.
- Counter running attacks (A).

# Superstars

## BILLY GUNN™



### M O V E S

#### Front Grapple

- Club to Neck (B)
- Elbow Strike (B++ or ↓)
- Overhand Punch (B++ or →)
- Neck Slam (B)
- Suplex (A++)
- Neckbreaker (A++)
- DDT (A++ or →)

#### Back Grapple

- Firearm-Smash (FF)
- Standing Clothesline (B+++, ++, +, or →)
- Falling Back Drop (A)
- Atomic Drop (A+++, ++, +, or →)

#### Running

- Clothesline (B)
- Monkey Flip (A)

#### Irish Whip

- Power slam (A)

#### Standing near prone opponent's head (face up)

- Elbow Drop (X)

#### Standing near prone opponent's head (face down)

- Elbow Drop (X)

#### Standing near prone opponent's head (face up)

- Side Leg Lock (X)

#### Standing near prone opponent's head (face down)

- Single Crab (X)

#### Opponent in Corner

- 10 Punch (X)
- Superplex (A)

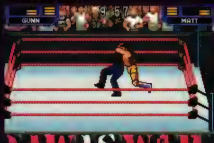
#### Standing on Turnbuckle

- Double Axe Handle (X)
- Back Elbow Drop (A)

### FINISHING MOVE

To execute Billy Gunn™'s finishing move, the Sleeper Drop™, press (A)+(B) after grappling the opponent from behind once your Adrenaline Meter is full.

#### Sleeper Drop™



# BRADSHAW™

## MOVES

### Front Grapple

- Club to Neck (B)
- Elbow Strike (B) + ↑ or ↓
- Overhand Punch (B) + ← or →
- Scoop Slam (A)
- Suplex (A) + ↑
- Piledriver (A) + ↓
- DDT (A) + ↑ or →

### Back Grapple

- Forearm Smash (B)
- Strangling Clothesline (B) + ↑, ←, ↓, or →
- Falling Back Drop (A)
- Atomic Drop (A) + ↓, ←, ↑, or →

### Running

- Clothesline (B)
- Neckbreaker (A)

### Irish Whip

- PowerSlam (A)

Standing near prone opponent's head (face up)

Elbow Drop (B)

Standing near prone opponent's head (face down)

Stomp (B)

Standing near prone opponent's head (face up)

Side Leg Lock (B)

Standing near prone opponent's head (face down)

Single Crab (B)

### Opponent in Corner

- 10 Punch (B)
- Superplex (A)

### Standing on Turnbuckle

- Double Axe Handle (B)
- Back Elbow Drop (A)



## FINISHING MOVES

To execute Bradshaw™'s finishing move, the Strong Lariat™, press (A) + (B) after grappling the opponent from the front once your Adrenaline Meter is full.

### Strong Lariat™



BRADSHAW™

**BUBBA RAY DUDLEY™**



MOVIES

### Front Grapple

- |                |              |
|----------------|--------------|
| Club to Neck   | (B)          |
| Elbow Strike   | (B) + ↑ or ↓ |
| Overhand Punch | (B) + ↑ or ↓ |
| Scoop Slam     | (A)          |
| Suplex         | (A) + ↑      |
| Piledriver     | (A) + ↓      |
| Snap Powerbomb | (A) + ← or → |

### Back Grapple

- |                      |                        |
|----------------------|------------------------|
| Forearm Smash        | (B)                    |
| Standing Clothesline | (B) + ↓, ↓, ↓, ↓, ↓, ↓ |
| Dudley Atomic Drop™  | (A)                    |
| Atomic Drop          | (A) + ↓, ↓, ↓, ↓, ↓, ↓ |

## Running

- Clothesline (B)  
Running DOT (A)

Irish Whip

- PowerSlam
- 

- |   |   |
|---|---|
| Standing near prone opponent's head (face up)   |   |
| Elbow Drop                                      | ⓐ |
| Standing near prone opponent's head (face down) |   |
| Stomp   | ⓑ |
| Standing near prone opponent's head (face up)   |   |
| Slide Leg Lock                                  | ⓒ |
| Standing near prone opponent's head (face down) |   |
| Single Crab                                     | ⓓ |
| Opponent in Corner                              |   |
| 10 Punch  | ⓔ |
| Superplex                                       | ⓕ |
| Standing on Turnbuckle                          |   |
| Double Axe Handle                               | ⓖ |
| Back Elbow Drop                                 | ⓗ |

f i n i s h e d m o r e

To execute Bubba Ray™'s finishing move, the 3/4 Turn Neckbreaker, press (A)+(B) after grappling the opponent from the front once your Adrenaline Meter is full.

### 3/4 Turn Neckbreaker





# CHRIS BENOIT™

FINISHING MOVES

## Front Grapple

- Hard Chop
- Elbow Strike
- Overhand Punch
- Scoop Slam
- Brainbuster
- Shoulder Breaker
- Gordbuster

## Back Grapple

- Forearm Smash
- Standing Clothesline
- Falling Back Drop
- Atomic Drop

## Running

- Clothesline
- Monkey Flip

## Irish Whip

- Powerslam

## Standing near prone opponent's head (face up)

- Elbow Drop

## Standing near prone opponent's head (face down)

- Stomp

## Standing near prone opponent's head (face up)

- Side Leg Lock

## Standing near prone opponent's head (face down)

- STF

## Opponent in Corner

- 10 Punch
- Superplex

## Standing on Turnbuckle

- Double Axe Handle
- Back Elbow Drop



## FINISHING MOVES

To execute Benoit™'s finishing move, the Crippler Crossface™, press when opponent is lying face down and you're near his head once your Adrenaline Meter is full.

## Crippler Crossface™



CHRIS BENOIT™

### CHRIS JERICO™



Front Grapple

- Clud to Neck (B)
- Elbow Strike (B) +  $\Delta$  or  $\Delta$
- Overhand Punch (B) +  $\Delta$  or  $\Delta$
- Scoop Slam (A)
- Suplex (A) +  $\Delta$
- Piledriver (A) +  $\Delta$
- Belly to Belly Suplex (A) +  $\Delta$  or  $\Delta$

#### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B) +  $\Delta$ ,  $\Delta$ ,  $\Delta$ , or  $\Delta$
- Falling Back Drop (A)
- Atomic Drop (A) +  $\Delta$ ,  $\Delta$ ,  $\Delta$ , or  $\Delta$

#### Running

- Clothesline (B)
- Monkey Flip (A)

#### Irish Whip

- Powerlam (A)

Standing near prone opponent's head (face up)

- Elbow Drop (A)

Standing near prone opponent's head (face down)

- Stomp (A)

Standing near prone opponent's head (face up)

- Side Leg Lock (A)

Standing near prone opponent's head (face down)

- Single Crab (A)

#### Opponent in Corner

- 10 Punch (A)
- Superplex (A)

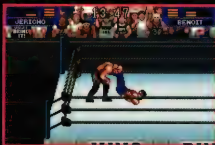
#### Standing on Turnbuckle

- Double Axe Handle (A)
- Back Elbow Drop (A)

Walls of Jericho™

To execute Chris Jericho™'s finishing move, the Walls of Jericho™, press  $\Delta$  +  $\Delta$  when opponent is lying face down and you're near his head once your Adrenaline Meter is full.

#### Walls of Jericho™



# CHRISTIAN™

## moves

### Front Grapple

- Club to Neck
- Elbow Strike
- Overhand Punch
- Scoop Slam
- Suplex
- Piledriver
- DDT

### Back Grapple

- Forearm Smash
- Standing Clothesline
- Falling Back Drop
- Atomic Drop

### Running

- Clothesline
- Monkey Flip

### Irish Whip

- Back Toss

### Standing near prone opponent's head (face up)

- Elbow Drop

### Standing near prone opponent's head (face down)

- Stomp

### Standing near prone opponent's head (face up)

- Side Leg Lock

### Standing near prone opponent's head (face down)

- Single Crab

### Opponent in Corner

- T0 Punch
- Superplex

### Standing on Turnbuckle

- Double Axe Handle
- Back Elbow Drop



## finishing moves

To execute Christian™'s finishing move, the Powerbomb to Facebuster, press + after grappling the opponent from the front once your Adrenaline Meter is full.

To execute Christian™'s other finishing move, the Unprettier™, press + after grappling the opponent from behind once your Adrenaline Meter is full.

### Powerbomb to Facebuster

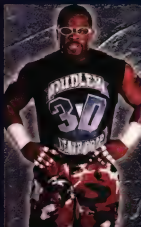


### Impaler™



CHRISTIAN™

### D-VON DUDLEY™



#### moves

##### Front Grapple

- Club to Neck (B)
- Elbow Strike (B++ or +)
- Overhand Punch (U++ or +)
- Scoop Slam (A)
- Suplex (A++)
- Piledriver (A++)
- DDT (A++ or +)

##### Back Grapple

- Forearm Smash (U)
- Standing Clothesline (B+++, +, or +)
- Falling Back Drop (A)
- Atomic Drop (A+++, +, +, or +)

##### Running

- Clothesline (B)
- Monkey Flip (A)

##### Irish Whip

- Back Toss (A)

Standing near prone opponent's head (face up)

Elbow Drop (U)

Standing near prone opponent's head (face down)

Stomp (U)

Standing near prone opponent's head (face up)

Side Leg Lock (U)

Standing near prone opponent's head (face down)

Single Crab (U)

##### Opponent in Corner

- 10 Punch (U)
- Superplex (A)

##### Standing on Turnbuckle

- Double Axe Handle (U)
- Back Elbow Drop (A)

#### finishing moves

To execute D-Von™'s finishing move, the Super Snap Powerbomb, press (A)+(B) after grappling the opponent from the front once your Adrenaline Meter is full.

#### Super Snap Powerbomb



# EDDIE GUERRERO™

## Basic Moves

### Front Grapple

- Club to Neck (B)
- Elbow Strike (B++ or +)
- Overhand Punch (B++ or +)
- Scoop Slam (A)
- Brainbuster (A++)
- Shoulder Breaker (B++)
- Belly to Belly Suplex (A++ or +)

### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B+++, +, ++, or +)
- Falling Back Drop (A)
- Atomic Drop (B+++, +, ++, or +)

### Running

- Clothesline (B)
- Monkey Flip (A)

### Irish Whip

- Hurricanrana (B)

Standing near prone opponent's head (face up)

Elbow Drop (B)

Standing near prone opponent's head (face down)

Stomp (B)

Standing near prone opponent's head (face up)

Side Leg Lock (B)

Standing near prone opponent's head (face down)

Single Crab (B)

Opponent in Corner

10 Punch (B)

Superplex (B)

Standing on turnbuckle

Double Axe Handle (B)

Back Elbow Drop (A)



## Finishing Moves

To execute Eddie™'s finishing move, the Powerbomb Pin, press (A)+(B) after grappling the opponent from the front once your Adrenaline Meter is full.

### Powerbomb Pin



EDDIE GUERRERO™



### EDGE™



m o v e s

#### Front Grapple

- Club to Neck (B)
- Elbow Strike (B)+↑ or +
- Overhand Punch (B)+↑ or +
- Scorpion Slam (A)
- Suplex (A)+↑
- Piledriver (A)+↑
- DDT (A)+↑ or +

#### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B)+↑, ↑, ↑, or +
- Falling Back Drop (A)
- Moonic Drop (A)+↑, ↑, ↑, or +

#### Running

- Clothesline (B)
- Monkey Flip (A)

#### Irish Whip

- Powerslam (A)

#### Standing near prone opponent's head (face up)

- Elbow Drop (B)

#### Standing near prone opponent's head (face down)

- Stomp (B)

#### Standing near prone opponent's head (face up)

- Side Leg Lock (B)

#### Standing near prone opponent's head (face down)

- Single Crab (B)

#### Opponent in Corner

- 10 Punch (B)
- Superplex (A)

#### Standing on Turnbuckle

- Double Axe Handle (B)
- Back Elbow Drop (A)

f i n i s h i n g m o v e s

To execute Edge™'s finishing move, the Downward Spiral™, press (A)+(B) after grappling the opponent from the front once your Adrenaline Meter is full.

#### Downward Spiral™



# FAAROOQ™

## MOVES

### Front Grapple

- Club to Neck (B)
- Elbow Strike (B) + ↑ or ↓
- Overhand Punch (B) + ← or →
- Scoop Slam (A)
- Suplex (A) + ↑
- Piledriver (A) + ↓
- Snap Powerbomb (A) + ← or →

### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B) + ↓, ←, ↑, or →
- Falling Back Drop (A)
- Atomic Drop (A) + ↓, ←, ↑, or →

### Running

- Clothesline (B)
- Neckbreaker (A)

### Irish Whip

- Powerslam (A)

### Standing near prone opponent's head (face up)

- Elbow Drop (B)

### Standing near prone opponent's head (face down)

- Slorrip (B)

### Standing near prone opponent's head (face up)

- Side Leg Lock (B)

### Standing near prone opponent's head (face down)

- Single Crab (B)

### Opponent in Corner

- 10 Punch (B)
- Superplex (A)

### Standing on Turnbuckle

- Double Axe Handle (B)
- Back Elbow Drop (A)



## FINISHING MOVE

To execute Faarooq™'s finishing move, the Dominator™, press (A) + (B) after grappling the opponent from the front once your Adrenaline Meter is full.

### Dominator™



FAAROOQ™

### HARDCORE HOLLY™



#### MOVES

##### Front Grapple

Clubs to Neck	Ⓐ
Elbow Strike	Ⓐ+↑ or +
Overhand Punch	Ⓐ+↑ or +
Scoop Slam	Ⓐ
Suplex	Ⓐ+↑
Piledriver	Ⓐ+↑
Snap Powerbomb	Ⓐ+↑ or +

##### Back Grapple

Forearm Smash	Ⓐ
Standing Clothesline	Ⓐ+↑, ↑, +, or +
Falling Back Drop	Ⓐ
Atomic Drop	Ⓐ+↑, ↑, +, or +

##### Running

Clothesline	Ⓐ
Neckbreaker	Ⓐ

##### Irish Whip

Powerslam	Ⓐ
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##### Standing near prone opponent's head (face up)

Elbow Drop	Ⓐ
------------	---

##### Standing near prone opponent's head (face down)

Stomp	Ⓐ
-------	---

##### Standing near prone opponent's head (face up)

Side Leg Lock	Ⓐ
---------------	---

##### Standing near prone opponent's head (face down)

Single Crab	Ⓐ
-------------	---

##### Opponent in Corner

10 Punch	Ⓐ
Superplex	Ⓐ

##### Standing on Turnbuckle

Double Axe Handle	Ⓐ
Back Elbow Drop	Ⓐ

#### FINISHING MOVES

To execute Hardcore Holly™'s finishing move, the Falcon Arrow™, press Ⓐ+Ⓐ after grappling the opponent from the front once your Adrenaline Meter is full.

#### Falcon Arrow™



# JEFF HARDY™

## MOVES

### Front Grapple

- Club to Neck (B)
- Elbow Strike (B) + ↑ or +
- Overhand Punch (B) + + or +
- Scoop Slam (A)
- Suplex (A) + +
- Neckbreaker (A) + ↓
- DDT (A) + + or +

### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B) + +, +, +, or +
- Falling Back Drop (A)
- Atomic Drop (A) + ↓, +, +, or +

### Running

- Clothesline (B)
- Monkey Flip (A)

### Irish Whip

- Hurricanrana (A)

### Standing near prone opponent's head (face up)

- Elbow Drop (X)

### Standing near prone opponent's head (face down)

- Slomp (X)

### Standing near prone opponent's head (face up)

- Side Leg Lock (A)

### Standing near prone opponent's head (face down)

- Single Crab (X)

### Opponent in Corner

- 10 Punch (X)
- Superplex (A)

### Standing on Turnbuckle

- Double Axe Handle (X)
- Back Elbow Drop (A)



## FINISHING MOVES

To execute Jeff's finishing move, the Twist of Fate™, press (B) + (B) after grappling the opponent from the front once your Adrenaline Meter is full.

### Twist of Fate™



JEFF HARDY™

### KANE™



#### MOVES

##### Front Grapple

- Club to Neck (A)
- Elbow Strike (A) + ↑ or ↓
- Overhand Punch (A) + ← or →
- Scoop Slam (A)
- Suplex (A) + ↑
- Tombstone Piledriver™ (A) + ↓
- Snap Powerbomb (A) + ← or →

##### Back Grapple

- Forearm Smash (A)
- Standing Clothesline (A) + ↓, ←, ↑, or →
- Falling Back Drop (A)
- Atomic Drop (A) + ↓, ←, ↑, or →

##### Running

- Clothesline (B)
- Running DDT (A)

##### Irish Whip

- Power slam (A)

##### Standing near prone opponent's head (face up)

- Elbow Drop (B)

##### Standing near prone opponent's head (face down)

- Stomp (B)

##### Standing near prone opponent's head (face up)

- Side Leg Lock (B)

##### Standing near prone opponent's head (face down)

- Single Crab (B)

##### Opponent in Corner

- 10 Punch (B)
- Superplex (A)

##### Standing on Turnbuckle

- Double Axe Handle (B)
- Back Elbow Drop (A)

#### FINISHING MOVES

To execute Kane™'s finishing move, the Chokeslam From Hell™, press (A)+(B) after grappling the opponent from the front once your Adrenaline Meter is full.

#### Chokeslam From Hell™





# KURT ANGLE™

## MOVES

### Front Grapple

- Club to Neck ⬅
- Elbow Strike Ⓢ+↑ or ↓
- Overhand Punch Ⓢ+← or →
- Scoop Slam Ⓐ
- Suplex Ⓐ+↑
- Neckbreaker Ⓢ+Ⓢ
- Belly to Belly Suplex Ⓐ+← or →

### Back Grapple

- Forearm Smash Ⓢ
- Standing Clothesline Ⓢ+Ⓢ, Ⓢ, Ⓢ, Ⓢ+Ⓢ
- Falling Back Drop Ⓐ
- Atomic Drop Ⓐ+Ⓢ, Ⓢ, ↑, or ↓

### Running

- Clothesline Ⓢ
- Neckbreaker Ⓐ

### Irish Whip

- Powerslam Ⓐ

### Standing near prone opponent's head (face up)

- Elbow Drop Ⓢ

### Standing near prone opponent's head (face down)

- Stomp Ⓢ

### Standing near prone opponent's head (face up)

- Side Leg Lock Ⓐ

### Standing near prone opponent's head (face down)

- Single Crab Ⓢ

### Opponent in Corner

- 10 Punch Ⓢ
- Superplex Ⓐ

### Standing on Turnbuckle

- Double Axe Handle Ⓢ
- Back Elbow Drop Ⓐ



## FINISHING MOVES

To execute Kurt's finishing move, the Angle Slam™, press Ⓐ+Ⓢ after grappling the opponent from the front once your Adrenaline Meter is full.

To execute Kurt's other finishing move, the Anklelock™, press Ⓐ+Ⓢ when opponent is lying face down and you're near his legs once your Adrenaline Meter is full.

### Angle Slam™



### Anklelock™



### MATT HARDY™



#### M o v e s

##### Front Grapple

- Club to Neck
- Elbow Strike
- Overhand Punch
- Scoop Slam
- Suplex
- Neckbreaker
- Snap Powerbomb

##### Back Grapple

- Forearm Smash
- Standing Clothesline
- Falling Back Drop
- Atomic Drop

##### Running

- Clothesline
- Monkey Flip

##### Irish Whip

- Hurricanrana

##### Standing near prone opponent's head (face up)

- Elbow Drop

##### Standing near prone opponent's head (face down)

- Stomp

##### Standing near prone opponent's head (face up)

- Side Leg Lock

##### Standing near prone opponent's head (face down)

- Single Crab

##### Opponent in Corner

- 10 Punch
- Superplex

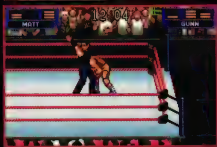
##### Standing on turnbuckle

- Double Axe Handle
- Back Elbow Drop

#### f i n i s h e r M o v e s

To execute Matt's finishing move, the Twist of Fate™, press (A) + (B) after grappling the opponent from the front once your Adrenaline Meter is full.

#### Twist of Fate™



# RAVEN™

h o v e e

## Front Grapple

- Club to Neck (B)
- Elbow Strike (B + or +)
- Overhand Punch (B + or +)
- Scoop Slam (A)
- Suplex (A + +)
- Piledriver (A + +)
- DDT (A + + or +)

## Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B + + + +, or +)
- Falling Back Drop (A)
- Atomic Drop (A + + + +, or +)

## Running

- Clothesline (B)
- Monkey Flip (A)

## Irish Whip

- Powerslam (A)

## Standing near prone opponent's head (face up)

- Elbow Drop (B)

## Standing near prone opponent's head (face down)

- Stomp (B)

## Standing near prone opponent's head (face up)

- Side Leg Lock (B)

## Standing near prone opponent's head (face down)

- Single Crab (B)

## Opponent in Corner

- 10 Punch (B)
- Superplex (A)

## Standing on Turnbuckle

- Double Axe Handle (B)
- Back Elbow Drop (A)



f a n a s i n g m o v e

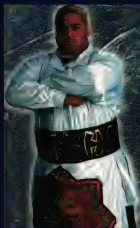
To execute Raven™'s finishing move, the Evenflow DDT, press (A)+(B) after grappling the opponent from the front once your Adrenaline Meter is full.

## Evenflow DDT



RAVEN™

### RIKISHI™



#### moves

##### Front Grapple

- Club to Neck (B)
- Elbow Strike (B) + ↑ or ↓
- Overhand Punch (B) + ← or →
- Scoop Slam (A)
- Suplex (A) + ↑
- Piledriver (A) + ↓
- Belly to Belly Suplex (A) + ← or →

##### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B) + ↓, ↑, ←, or →
- Falling Back Drop (A)
- Atomic Drop (A) + ↓, ↑, ←, or →

##### Running

- Clothesline (B)
- Neckbreaker (A)

##### Irish Whip

- Powerslam (A)

Standing near prone opponent's head (face up)

Elbow Drop

Standing near prone opponent's head (face down)

Stomp

Standing near prone opponent's head (face up)

Side Leg Lock

Standing near prone opponent's head (face down)

Single Crab

##### Opponent in Corner

- 10 Punch (B)
- Superplex (A)

##### Standing on Turnbuckle

- Double Axe Handle
- Back Elbow Drop (A)

#### finishing moves

To execute Rikishi™'s finishing move, the Rikishi Driver™, press (A) + (B) after grappling the opponent from the front once your Adrenaline Meter is full.

#### Rikishi Driver™



# THE ROCK®

## basic moves

### Front Grapple

- Club to Neck (B)
- Elbow Strike (B) + ↑ or +
- Overhand Punch (B) + ↑ or +
- Scoop Slam (A)
- Suplex (A) + ↑
- Piledriver (A) + ↑
- DDT (A) + ↑ or +

### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B) + ↑, +, ↑, or +
- Falling Back Drop (A)
- Atomic Drop (A) + ↑, +, ↑, or +

### Running

- Clothesline (B)
- Running DDT (A)

### Irish Whip

- Back Toss (A)

### Standing near prone opponent's head (face up)

- Elbow Drop (B)

### Standing near prone opponent's head (face down)

- Rock Stomp (B)

### Standing near prone opponent's head (face up)

- Side Leg Lock (B)

### Standing near prone opponent's head (face down)

- Single Crab (B)

### Opponent in Corner

- 10 Punch (B)
- Superplex (A)

### Standing on Turnbuckle

- Double Axe Handle (B)
- Back Elbow Drop (A)



## finishing moves

To execute The Rock®'s finishing move, the Rock Bottom™, press (A) + (B) after grappling the opponent from the front once your Adrenaline Meter is full.

### Rock Bottom™



THE ROCK®



### STONE COLD STEVE AUSTIN™



#### moves

##### Front Grapple

- Club to Neck (B)
- Elbow Strike (B)+ or +
- Overhand Punch (B)+ or +
- Scoop Slam (A)
- Suplex (A)+
- Piledriver (A)+
- Snapmare (A)+ or +

##### Back Grapple

- Forearm Smash (+)
- Standing Clothesline (B)+, +, +, or +
- Falling Back Drop (A)
- Atomic Drop (A)+, +, +, or +

##### Running

- Clothesline (B)
- Lou Thesz Press (A)

##### Irish Whip

- Back Toss (A)

Standing near prone opponent's head (face up)

Elbow Drop (X)

Standing near prone opponent's head (face down)

Stomp (X)

Standing near prone opponent's head (face up)

Side Leg Lock (X)

Standing near prone opponent's head (face down)

Single Crab (X)

##### Opponent in Corner

10 Punch (X)

Superplex (A)

##### Standing on Turnbuckle

Double Axe Handle (X)

Back Elbow Drop (A)

#### finishing moves

To execute Austin™'s finishing move, the Stone Cold Stunner™, press (A)+(A) after grappling the opponent from the front once your Adrenaline Meter is full.

#### Stone Cold Stunner™



# TAZZ™

## FINISHING MOVES

### Front Grapple

- Club to Neck (B)
- Elbow Strike (B) + ↑ or ↓
- Overhand Punch (B) + ← or →
- Scoop Slam (A)
- Suplex (A) + ↑
- Piledriver (A) + ↓
- DDT (A) + ← or →

### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B) + ↑, ↓, ←, or →
- Falling Back Drop (A)
- Atomic Drop (A) + ↑, ↓, ←, or →

### Running

- Clothesline (B)
- Monkey Flip (A)

### Irish Whip

- Powerstomp (A)

### Standing near prone opponent's head (face up)

- Elbow Drop (B)

### Standing near prone opponent's head (face down)

- Stamp (B)

### Standing near prone opponent's head (face up)

- Side Leg Lock (B)

### Standing near prone opponent's head (face down)

- Single Crab (B)

### Opponent in Corner

- 10 Punch (B)
- Superplex (A)

### Standing on Turnbuckle

- Double Axe Handle (B)
- Back Elbow Drop (A)



## FINISHING MOVES

To execute Tazz™'s finishing move, the Tazzplex™, press (A)+(B) after grappling the opponent from the front once your Adrenaline Meter is full.

### Tazzplex™



### TRIPLE H™



[B] [O] [X] [Y] [A] [S]

#### Front Grapple

- Club to Neck [B]
- Elbow Strike [B]+[X] or [Y]
- Overhand Punch [B]+[X] or [Y]
- Scoop Slam [A]
- Suplex [A]+[X]
- Piledriver [A]+[X]
- DDT [A]+[X] or [Y]

#### Back Grapple

- Forearm Smash [B]
- Standing Clothesline [B]+[X], [Y], [X], [Y]
- Falling Back Drop [A]
- Atomic Drop [B]+[X], [Y], [X], [Y]

#### Running

- Clothesline [B]
- Running DDT [A]

#### Irish Whip

- Powerslam [A]

#### Standing near prone opponent's head (face up)

- Elbow Drop [B]

#### Standing near prone opponent's head (face down)

- Stomp [B]

#### Standing near prone opponent's head (face up)

- Side Leg Lock [B]

#### Standing near prone opponent's head (face down)

- Single Crab [B]

#### Opponent in Corner

- 10 Punch [B]
- Superplex [A]

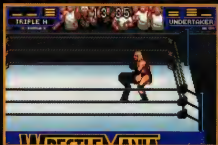
#### Standing on Turnbuckle

- Double Axe Handle [B]
- Back Elbow Drop [A]

[X] [Y] [A] [S] [B] [O] [X] [Y] [A] [S]

To execute Triple H™'s finishing move, the Pedigree™, press [A]+[B] after grappling the opponent from the front once your Adrenaline Meter is full.

#### Pedigree™



# UNDERTAKER

## UNDERTAKER

### Front Grapple

- Club to Neck (B)
- Elbow Strike (B) + ↑ or ↓
- Overhand Punch (B) + ↑ or ↓
- Scoop Slam (A)
- Suplex (A) + ↑
- Chokeslam From Hell™ (A) + ↓
- DDT (A) + ↑ or ↓

### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B) + ↑, ↓, ←, or →
- Falling Back Drop (A)
- Atomic Drop (A) + ↑, ↓, ←, or →

### Running

- Clothesline (B)
- Running DDT (A)

### Irish Whip

- Powerslam (A)

Standing near prone opponent's head (face up)

Elbow Drop (A)

Standing near prone opponent's head (face down)

Stamp (A)

Standing near prone opponent's head (face up)

Side Leg Lock (A)

Standing near prone opponent's head (face down)

Single Crab (A)

Opponent in Corner

10 Punch (A)

Superplex (A)

Standing on Turnbuckle

Double Axe Handle (A)

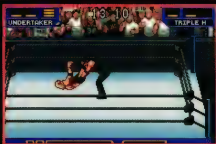
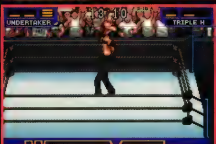
Back Elbow Drop (A)



## UNDERTAKER

To execute Undertaker's finishing move, the Last Ride™, press (A) + (B) after grappling the opponent from the front once your Adrenaline Meter is full.

### Last Ride™



UNDERTAKER

### WILLIAM REGAL™



#### moves

##### Front Grapple

- Clutch to Neck (B)
- Elbow Strike (B)+↑ or ↓
- Overhand Punch (B)+← or →
- Scrap Slam (A)
- Suotex (A)+↑
- Piledriver (A)+↓
- DDT (A)+← or →

##### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B)+↓, ←, ↑, or →
- Falling Back Drop (A)
- Atomic Drop (A)+↓, ←, ↑, or →

##### Running

- Clothesline (B)
- Monkey Flip (A)

##### Irish Whip

- Powerstomp (A)

##### Standing near prone opponent's head (face up)

- Elbow Drop (B)

##### Standing near prone opponent's head (face down)

- Stomp (B)

##### Standing near prone opponent's head (face up)

- Side Leg Lock (B)

##### Standing near prone opponent's head (face down)

- Single Crab (C)

##### Opponent in Corner

- 10 Punch (B)
- Superplex (A)

##### Standing on Turnbuckle

- Double Axe Handle (B)
- Back Elbow Drop (A)

#### finishing moves

To execute Regal™'s finishing move, the Regal Stretch™, press (A)+(B) when your opponent is lying face up and you're near his legs once your Adrenaline Meter is full.

#### Regal Stretch™





# X-PAC™

## MOVES

### Front Grapple

- Hard Chop (B)
- Elbow Strike (B + ↑ or ↓)
- Overhand Punch (B + ← or →)
- Scoop Slam (A)
- Suplex (A + ↑)
- Piledriver (A + ↓)
- DDT (A + ← or →)

### Back Grapple

- Forearm Smash (B)
- Standing Clothesline (B + ↑, ←, ↑, or →)
- Falling Back Drop (A)
- Atomic Drop (A + ↑, ←, ↑, or →)

### Running

- Clothesline (B)
- Monkey Flip (A)

### Irish Whip

- Powerslam (A)

### Standing near prone opponent's head (face up)

- Elbow Drop (B)

### Standing near prone opponent's head (face down)

- Stomp (B)

### Standing near prone opponent's head (face up)

- Side Leg Lock (B)

### Standing near prone opponent's head (face down)

- Single Crab (B)

### Opponent in Corner

- 10 Punch (B)
- Superplex (A)

### Standing on Turnbuckle

- Double Axe Handle (B)
- Back Elbow Drop (A)



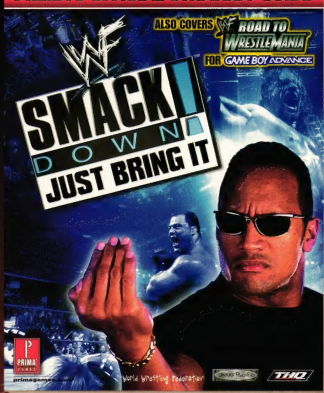
## FINISHING MOVES

To execute X-Pac™'s finishing move, the X-Factor™, press (A) + (B) after grappling the opponent from the front once your Adrenaline Meter is full.

### X-Factor™



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ISBN 0-7615-3702-3



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